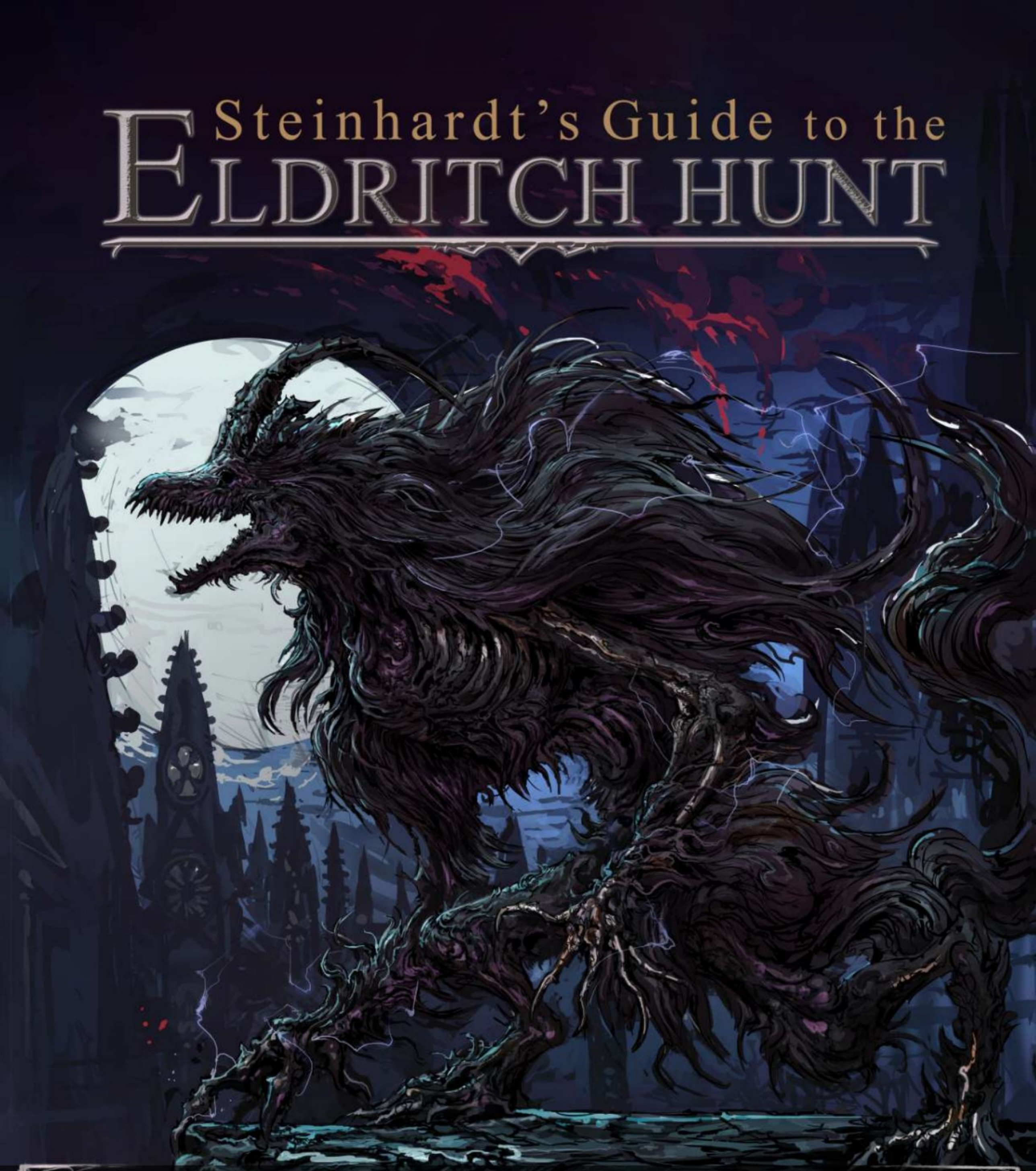
Steinhardt's Guide to the Eldritch Hunt



Join the hunt and uncover the eldritch truth in this nightmarish supplement for 5e.

Loot Tavern

Steinhardt's Guide to the ELDRITCH HUNT

The oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the unknown.

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HISTORY

1. LUYARNHA, THE PROSPEROUS

Origin

Half a millennium past, Luyarnha was nothing but a humble settlement. Sprouted from a tentative alliance of humans and elves, it was a unique circumstance in an era of separation and discord.

For a time, the land on which it lay was a battleground, a coveted prize for both species. Neither human nor elven armies could claim true victory. Until, from the ashes of ceaseless conflict, rose an idea: united, they could reach heights unattainable alone. And thus, Luyarnha emerged—a sanctuary at the frontier of two worlds. Humanity claimed the east, and the elven empire took the west, their destinies interwoven below the frozen reaches of the north. To the south lay an uncharted wilderness, teeming with untamed, fearsome beasts that deterred even the bravest of explorers.

This exchange of ideas proved to be incredibly positive. Elven sagacity was fused with human tenacity; the wisdom of long-lived beings blended with the vigorous dynamism of mankind, launching Luyarnha into an era of prosperity. Where elves had the sharpness necessary to make competent decisions, humans' capability to reproduce, superior physical strength, and inherent drive to succeed made them prime explorers and laborers, capable of throwing bodies at a problem until it was solved.

Thus the Luyarnhian province brought forth a verdant renaissance of agriculture. Fields bloomed in abundance, providing sustenance aplenty for the burgeoning populace. It was an arrangement symbiotic in nature, a ballet of cooperation.

In this era, Luyarnha, governed by representatives from both races, was bestowed the crown of independence, but it was in name only. The city remained an infant, dependent on the support of its parent kingdoms to bloom into its destined grandeur, still bending to their whims to receive what was necessary for its growth.

Independence

The nascent town sprouted rapidly, its own distinct identity blossoming from the fertile soil of its mixed heritage. A shared tapestry of traditions and cultures that was neither wholly elven nor human, but uniquely Luyarnhian. A sense of self-rule began to stir in the hearts of its people, kindling a desire for complete autonomy.

And so, the negotiation for independence unfurled. The strategic position of the town, nestled between the two colossal empires, forestalled any attempt at invasion from either side. Eventually, Luyarnha emerged victorious in its negotiation, its sovereignty acknowledged by the birth of a new regent appointed by both sides: the Silverblood baron—a half-elf that shared both the elven and human roots of the town. Though this title was but a symbolic veneer, it served to establish Luyarnha as a sovereign city-state in the eyes of its inhabitants.

The journey was not without turbulence. Conflicts erupted, dissenters voiced their grievances, but the success of the venture drowned out the noise. The richness of a shared culture, a unity of purpose, catapulted Luyarnha into an epoch of unparalleled wealth. Nestled at the crossroads of naval and terrestrial trade routes, it burgeoned into a bustling hub of commerce and prosperity.

2. UNIFICATION OF LUYARNHA

Several decades of tranquility blessed the city-state of Luyarnha, nestled as it was within the protective embrace of two formidable empires. Each kingdom had its fate intertwined with the city, leading to a vested interest in preserving its prosperity. And so, the city-state blossomed, its roots deepening in the fertile soil of commerce, trading expansively with its neighbors and within its own borders. However, the southern frontier posed a constant threat, its hostile ambitions resulting in numerous bids to conquer Luyarnha. This imminent danger birthed a mighty southern wall, which in time evolved into a fortress encircling the city-state.

Cultural Clashes

Yet, amid this progress, an unforeseen issue began to rear its ugly head. Luyarnha's charm lay in its cultural diversity, a wealth of varied belief systems cohabiting within its borders, diversity that was further amplified by the arrivals of orcs and their traditions. However, this vibrancy soon turned into a curse. Tensions simmered, clashes occurred, and tribes formed within the city, each viewing the other through lenses of suspicion. This tribalization stalled Luyarnha's growth and influenced all spheres of life, including the justice system.

Within the city's courtrooms, the cultural dissonance became glaringly obvious. Diverse perspectives on justice clashed relentlessly. The more austere cultures clamored for capital punishment for certain crimes, while others advocated for redemption and forgiveness. Reaching a consensus seemed an insurmountable task, leading to each 'tribe' taking matters into their own hands and deciding their own form of justice.

Such discord was the antithesis of unity. The fractures within Luyarnha's society grew deeper, with the once unified nation showing signs of fragmentation. The Silverblood queen of the time, in an effort to quell the unrest, sought to weave a cultural fabric that could embrace the myriad hues of its people. Alas, the threads snapped, and the initiative fell flat. The attempt to impose a homogenous culture on a city of diverse traditions and beliefs proved futile.

The Godless King

In the midst of such tumult, a fresh heir emerged from the revered Silverblood lineage. Upon his mother's demise, he ascended the throne, inheriting the title of the King of Luyarnha. This young ruler, Reinholdt "The Yellow" Silverblood—always adorned in his family's yellow garb—remained indifferent to the moral dilemmas plaguing his subjects. He envisioned a singular path towards unity and was willing to pay the high price it demanded; he worked relentlessly to achieve this goal throughout the 66 years of his reign.

Ferdinand Ladeira

Reinholdt embarked on his reign by centralizing laws, consolidating military power, and dealing sternly with any who sought to undermine his authority. This increasing concentration of power was leveraged for personal gain, akin to feudal practices, and many were concerned by his decisions. He perceived these as necessary sacrifices for the attainment of his grand future.

As the government grew more centralized, it executed a radical plan—banning all religions within the state—earning Reinholdt the moniker of Godless King. Thus began a period of ruthless prosecution of those who held on to their 'worthless gods'. Simultaneously, a vast indoctrination program was set into motion, imposing upon citizens the learning of songs and propaganda glorifying the government. These were mandated across all educational institutions and public spaces. This shift from a religiously diverse society to a godless one was expedited due to the dwindling display of divine power. The ancient tales of gods and their miracles paled in comparison to the modern advancements brought forth by mortals. All of Luyarnha was to bend the knee to the Silverblood rule, lest it be met with a red wave of blood.

Convinced by his own propaganda, the Godless King began to perceive himself as a god—he who was driven by grand visions and possessed the voice of creation. It seemed only righteous, then, for him to make decisions that would sculpt the nation's future. He declared himself the only God worthy of worship, outlawing all other religions. In his pursuit of unity, he imprisoned and executed thousands, targeting believers and political adversaries alike. The diverse cultural landscape was crushed beneath the weight of the state, and Luyarnha was brought under the singular banner of the Godless King, invoking both fear and reverence. Days were dedicated to his worship, songs composed in his honor, and history books were revised to glorify his reign. However, he harbored an appreciation for religious architecture, and spared most religious structures, as they were a source of pride for the city.

The Godless King nurtured ambitions of global dominance for his lineage. He diverted substantial resources towards military development and weaponry, whilst systematically eradicating beliefs in anything other than the state. During his reign, Luyarnha’s military prowess saw a significant boost, particularly as the Elven Enclave in the west grappled with its internal conflicts. Seeing an opportunity, he instituted a compulsory draft to amplify Luyarnha’s military, establishing extensive military infrastructure and compelling the populace to serve, with the threat of incarceration looming over dissenters. This coercive measure soon became routine, leading to a mostly voluntary military force.

Concurrently, the human empire was obliterated, seemingly overnight, leaving only ashes in its wake and no survivors to explain the sudden vanishing of an entire nation. Fearful of the fate that befell the humans—and perhaps aware of the cause of their fate—the Godless King rerouted most of the country’s finances towards plans of war. As the Elven Enclave weakened and internal conflicts rose, the Godless King, apprehensive that the force that annihilated the humans might turn towards him, hastened his invasion plans. This fear, however, was to prove his undoing.

Civil War

In a grave miscalculation, the Godless King's public proclamation of his intent to conquer the Elven Enclave, ill-mixed with the grievous mishandling of the public's perception, kindled the spark of dissent that marked the onset of his downfall.

The people of Luyarnha bore the suffering under the regime, lured by the allure of a brighter future. Yet, the moment they realized this future was founded on the impending subjugation of the elven realm, a realm many still held in high regard due to shared ancestry, resentment began to seep in. Elves, after all, are the keepers of deep-rooted memories, and the state's recent—by elven reckoning—propagandistic endeavors could not extinguish these ties. The fact that Luyarnha was a city more accustomed to the clatter of trade than the clang of swords further intensified the resistance against sending their offspring to a war that wasn't theirs to fight. This sentiment resonated most profoundly amongst the orcish populace who had watched too many of their kin fall in the clan wars of old, before finding refuge within Luyarnha's walls.

This led to civil unrest, which was furthered by the Radiant Church; what was once a niche sect was given room to proliferate when all other religions had to bend the knee. Indeed, followers of the Radiant One stood strong in their belief and would keep showing faith even on the gallows. Such conviction moved many to join their cause. Thus, many military leaders—those who were charged with maintaining the peace—began to turn their back on the aristocracy, driven not only by newfound faith, but also by the tantalizing allure of the Church’s promises of riches and prosperity.

This tension ignited a bloody and brutal civil war.

The civil war tore through the city for months on end, cleaving through the once resplendent Spired District. The arcane arts, a rare and coveted gift that coursed through the veins of the king and those of his blood, were ruthlessly wielded. During this violent strife, the citizens were introduced to the dark arts of osteomancy—a malevolent and hitherto unseen magic. Yet, adversity is the mother of invention, and the now powerful Radiant Church found ways to counter these arcane horrors. As the conflict wore on, it became evident that the revolutionary forces would emerge triumphant, the populace rallying to their cause and the once-dreaded royal magic proving unsuccessful against the Church and its adherents.

In the final throes of the civil war, the Church laid siege to the Silverbloods, holed up in their castle and bracing for a last stand they knew they couldn't win. However, unbeknownst to them, betrayal was brewing within their own ranks; the king's brother, in a desperate pact with the Church, agreed to assassinate the king in return for the survival and salvaged prestige of the Silverblood lineage. He carried out his dark promise, plunging a dagger into his brother's heart before the aghast eyes of the revolutionary crowd. The Radiant Church upheld their end of the pact, sparing the remainder of the Silverblood family.

Those who were present during the Godless King's murder heard him talk in an impossible language, laying a curse upon Luyarnha with his last breath. None is sure of what this posthumous act of spite entailed, though some speculate that his objective was to bring ruin upon the city he once ruled, a punishment to the people who betrayed him, in the form of the Scourge.

In the aftermath, chaos swept over Luyarnha. With no clear political path forward, the nation found itself in disarray. The Church assumed an interim governance role, overtaking the Grand Cathedral District, while the surviving Silverbloods, under the watchful eyes of their new overseers, were reluctantly enlisted to aid in restoring order.

3. THE FIRST WAR

Beginnings

News of Luyarnha's vulnerability reached the monstrous nations of the south, who deemed this the opportune moment to strike. Thus, under the sky of a crimson moon, the First War dawned on the city-state.

When the bells of war began to toll, emissaries were sent to the neighboring countries requesting help, in vain. The once majestic human empire was nothing but ash; meanwhile, the Elven Enclave was consumed by its own internal struggles, unable to spare a thought or soldier for the unfolding tragedy to their east.

Yet, amidst these dire odds, the southern wall of the city, built years prior to protect against the seasonal bestial incursions, was now the core of its defense and survival, holding strong against the southern marauders. Though a handful of the vile beasts breached this bulwark, the vast majority of the war's horrors unfolded outside the city's margins.

It was a ballet of death and despair, yet Luyarnha, due to its entrenched position and fortified defenses, seemed to dance with a grace that surprised even the citizens. The city was holding its own, emerging victorious in the initial skirmishes of the war. Further bolstering this surprising resistance were the unexpected allies—the cursed-bloods and the dwarves—who stepped forth as the drums of war began to beat. The cursed-bloods, outcasts yet invaluable, showcased masonry skills that bordered on the divine. Without their tireless efforts in preserving and reinforcing the city walls, Luyarnha would have crumbled under the onslaught within months, a story most tend to forget.

Thus, in the face of mounting odds, Luyarnha was able to weather the early stages of the First War, owing to the fortitude of its inhabitants and the unsung heroes who lent their hands to the city's survival.

Guerilla Tactics

The wheel of war churned mercilessly, and the scene in Luyarnha darkened. The enemy changed its tactics; it tasked guerilla forces shrouded in veils of illusion to utilize the chaos sowed by their savage beasts as a smokescreen and infiltrate the city. They melded into the population, masquerading as everyday citizens. The bestial southerners, wolves in sheep's clothing, bared their fangs only once within the heart of the city,

Carl hassler

spreading terror and bloodshed in equal measure. And so, Luyarnha found itself ensnared in a conflict of two fronts—one beyond its sturdy walls, the other festering within its very heart.

The city-state, overwhelmed by this maelstrom of violence and betrayal, strained under the burden. Holding off the monstrous hordes from the south was a colossal task unto itself. Combating an insidious foe within, a task far more daunting. Such was the cunning of the southern forces.

Before this daunting reality, the Radiant Church unshackled the Obitus Scholare—a specialized task force born amidst the flames of the civil war—from all moral and legal obligations. Once formed to counter the arcane might of the fallen royalty, they were now consigned the task of forging human weapons that could quell the storm of the First War. As soon as hostilities erupted, the Obitus were handed all research artifacts and arcane knowledge previously hoarded by the fallen Silverblood royalty. Alongside them, another group of learned individuals emerged from the city's desperate cries for salvation—the Scions. Both factions, standing to gain from the war's grim bounty, crafted tools of destruction that would enable Luyarnha to retaliate.

The war continued its dreadful dance, a merciless juggernaut that trampled and erased the villages encircling Luyarnha, leaving trails of ruin in its wake. One such settlement was cruelly drowned in a flood of corrosive acid—a despicable act of cruelty by the southern invaders. The battlefield was awash with death and despair, and Luyarnha and its wall were on the brink of succumbing. Just as hope appeared to wane, the Obitus Scholare heralded a breakthrough.

Shifting The Tide

Their magnum opus, the first jaeger, an augmented warrior equipped with superhuman capabilities and tracking prowess, was unveiled. This warrior could not only root out the infiltrators within the city, but also slay the beasts that accompanied them, quickly neutralizing the inside threat. The original jaeger was none other than Steinhardt, the second offspring of the Godless king. Steinhardt, an enigmatic figure hitherto unseen by the populace, stepped forth from the shadows to become a beacon of hope. Following Steinhardt's emergence, a new breed of jaegers trained

by the Obitus and the Church began to turn the tide against the invaders. To this day, jaegers born of the First War are called the First Jaegers, and to this day, no one but the Obitus knows the secret behind the jaeger's creation; many were once boys, turned into men by the blood, the old blood shed in the war.

Parallel to this, the Scions had their moment under the limelight, presenting a wonder of artificial life—the Manikins. These sentient robotic entities offered Luyarnha much-needed reinforcements, another layer of defense against the encroaching southern tide.

These technological leaps turned the tables on the southerners. Their guerrilla tactics were rendered moot, and the city's walls, which they had once come so close to breaching, now stood as an unyielding barrier. With Luyarnha's infrastructure revamped by the Godless King, the city-state was entirely self-sufficient, untroubled by severed trade routes. On the contrary, it was the southerners who faced the grim specter of dwindling rations and ammunition. Their encampment close to the city's walls merely served as an inviting target for Luyarnha's cannons. After enduring years of conflict, the southerners sounded their retreat, surrendering Luyarnha its victory.

Yet in the wake of this conflict, there was no glory to bask in, no joy to revel in. What remained was a graveyard of brave hearts and broken dreams, and a fragile peace that hung in the balance. Or so everyone dared to hope.

4. THE RADIANT CITY

The Radiant Church found itself shepherding a city groaning under the weight of exhaustion. Could it be that after seasons of oppression and conflict, the long-desired peace was within reach?

Rebuilding Luyarnha

In the decades succeeding the war, the once vibrant city of Luyarnha lay silent and introspective, nursing its wounds, after the savagery of both the civil war and the First War. None held the heart to chase the southern nation back into the shrouded forests from which they sprang.

The citizens, having found solace in the Church's dedication and faith, resolved to entrust them with the reins of power, at least for the time being, amidst the political void left by the Silverblood royalty's downfall.

Despite their diminished status, the Silverblood, fortified by Steinhardt's sweeping popularity, clung to their place within the power structure. A new queen ascended, her influence severely diminished, yet the Church acknowledged the strategic boon of her family's wisdom during the war. Therefore, a degree of political power was granted, albeit grudgingly.

The once grand Spired District, now a ruin, was resurrected from its ashes and rechristened as the New Bridge District. The Scions, tasked with orchestrating the mammoth repair efforts, deemed it an ideal location for their operations. Pouring vast resources into the restoration, they harnessed the abilities of their Manikin creations to expedite the process.

The Obitus Scholare relocated to the confines of the Grand Cathedral District, sharing its hallowed grounds with the Church's executive functions. Here, they were entrusted with significant funds to further research initiatives intended to uplift the populace—a vision the Radiant Church eagerly fostered.

With its newfound political ascendancy, the Church found the ground fertile for spreading their doctrines, both within and beyond their city's boundaries. A major portion of Luyarnha's populace began gravitating towards their faith, and trade routes were flung open to neighboring and distant nations, even those far beyond the purview of the human and elven empires. This era heralded the introduction of novel technologies like railways, forging connections where none existed before.

Commerce burgeoned anew, welcoming fresh faces into the Radiant city and birthing vast fortunes. Yet, memories of past invasions lingered like persistent shadows. The city's protective wall was reinforced with layers of unyielding stone and steel, an indomitable testament to Luyarnha's resolve, and a silent warning to any daring to threaten its peace.

Conversely, this period of growth marked the dwindling of the arcane. While magic was always an elusive commodity, the rapid technological strides—tools within everyone's grasp—pushed arcane research to the periphery. Particularly as technology doesn't possess the harrowing aftermath of the arcane, especially evident with osteomancy. In the event known as the Great Unchaining, this accursed magic unleashed its malevolent wrath on its very practitioners. Many scholarly lives were extinguished in its unforgiving grasp, necessitating the Church to mobilize its martial might to exterminate the monstrous horrors spawned by this cataclysm.

Spreading Corruption

Yet not all was blessed under the divine light. Whispers of grotesque beasts prowling the city's cobbled paths started stirring the air, hushed by the voices and fearful gazes of citizens dreading the return of the southern armies. However, these creatures seemed to be phantoms of the night, leaving no evidence of their existence come morning light.

At first, the Church and its delegates staunchly dismissed such monstrous sightings, successfully easing the citizens' simmering panic. But as time passed, tales of nocturnal horrors multiplied. With each new day, the ghastly evidence mounted—a lifeless body discovered at dawn, trails of crimson on cobblestones, and even citizens vanishing without a trace.

As the public outcry grew, the Church's initial denial took on a stricter tenor. No longer were citizens allowed to venture out at nightfall as the threat began to reveal its terrifying reality. Instead, the Church dispatched its trained hunters into the night to combat these unseen beasts, while ordinary citizens were forced to seek refuge behind locked doors.

This wave of horrors appeared to originate from the Ruby District, the focal point of the Church's interventions. Yet, despite their warriors' valiant efforts, fresh monstrosities seemed to emerge each night. Recognizing the gravity of the situation, the Church officially acknowledged the growing menace, now dubbed the Scourge. Citizens willing to fight were recruited to protect their loved ones and their city. The sealing of the Ruby District happened after a Blood Moon, particularly after the 33rd Hunt—the Church calls these crimson moons Hunts, shifting the emphasis to the hunters prepared rather than the beasts to come—where the beasts were animated with vicious frenzy and countless hunters were lost; the Ruby District that was teetering on the edge was completely lost that night.

But the containment efforts fell short as the Scourge began to seep into other parts of the city. The looming external threats from neighboring nations forced the Church's hand into placing the entire city under lockdown. Outside countries warned that if the Scourge wasn't quelled, they would unite to erase Luyarnha from existence. All politicians, burdened by the memory of fighting on multiple fronts in the First War, knew full well that fighting on multiple fronts would mean the end of the city-state, and conceded to their demands.

The Beginning of the End

Since the arrival of the Scourge, the city of Luyarnha has been thrust into a pitiless struggle for existence. The scholars among them discerned the correlation between the city's fate and the whims of the moon, its cryptic shifts spelling doom for those caught in its pallid light. Once, these celestial oscillations were a secret known only to the intellectuals, a knowledge invaluable for predicting the ominous rise of the Blood Moons. Yet in recent times, the entire city has become privy to this terrifying spectacle, the silent dread of the cosmos etched on every face that dares look up at the inky sky.

The cloak of night, once an invitation to repose, is now a haunting shroud. Citizens voluntarily remain confined to their abodes, ceding the night to the hunters, their only protectors against the vile creatures birthed from the Scourge. Fear has become a constant companion in the shadowed corners and narrow alleyways of Luyarnha.

In this ceaseless battle against the darkness, the city has endured thirty-four Hunts. Each one has ushered in a tide of terror and bloodshed, threatening the existence of thousands. Despite the overwhelming odds, the courageous hunters continue their relentless crusade, their weapons glinting under the cold moonlight.

However, an unsettling realization dawns upon Luyarnha—the Scourge is not waning. Instead, it appears to be gaining momentum, escalating in its intensity and ferocity. Countless hours of desperate research have failed to yield a cure, as the affliction claims evermore victims.

Fear courses through the halls of knowledge, as scholars are consumed by the terror that they may have trespassed beyond the boundaries of mortal comprehension. Whispers of dread and foreboding seep through the city, tales of the coming of an eternal night, when all light will be swallowed, and no spark of radiance will remain to guide them.

Despite the encroaching darkness, Luyarnha continues its grim struggle for survival. The Scourge's malign influence is most potent in the Ruby District, but even beyond its boundaries, the city's defenses are starting to crumble under the relentless assault. On the edge of oblivion, Luyarnha perseveres, clenching its teeth against the onslaught, a city besieged, yearning for a day of respite and peace.

THE RADIANT CHURCH

The birth of the Radiant Faith was sparked by divine revelations from the Prophet Luminara, foretelling the forthcoming Radiant Ascendancy—a time when the Radiant One's glow would illuminate the world. From its humble beginnings as a seed of faith in the hearts of a select few, it flourished into a spiritual canopy that now stretches over the entirety of Luyarnha.

The Radiant Church's god is nameless, but he was known by many titles: the Being of Light, the Hope Bearer, the Light Bringer, and, most commonly, the Radiant One. He granted his worshippers divine blessings, the most devoted of whom had their pupils transformed to shimmering gold.

BELIEFS OF THE CHURCH

The Radiant Church's faith holds two fundamental tenets that are integral to their belief. The first is a conviction that true goodness is inextricably linked to strength. Weakness is seen as a vice, a craven display of cowardice rather than a virtue to be upheld. The Radiant clergy expect their followers to be brave, to stand tall in the face of adversity, and to be a beacon of strength for those around them.

This belief in strength is grounded in the understanding that those who are weak act out of fear, rather than a genuine desire to do good. This is not to say that acts of kindness are without merit, but the Radiant Church asserts that the only true benevolence comes from a place of fortitude and resilience. It is a difficult yet powerful philosophy that has led the church to many victories in the past. Leading by example, many of the major figures within the church stand out as giants amongst their fellow citizens, capable of impressive physical displays of power.

The second core belief of the Radiant Church is one of hope for the future. They hold firm to the idea that despite the trials and tribulations of the present, a bright and prosperous tomorrow is within reach. They recognize the immense progress that has been made over the centuries; their lives are far more advanced than their forebears could have ever dreamed. It is the church's duty to ensure continued prosperity, and devout followers are confident that they are the vanguard of a brighter future. Their faith and devotion ensure that progress continues in the years to come, and that none lose the light of hope throughout the world.

Heaven and Hell

Not all the ideas within the Radiant Church are original to them. One such powerful belief that permeates the church is the concept of heaven and hell. Many other religions share these ideas of a guardian at the gate, who upon death determines if ones life was worthy enough to ascend to the higher planes, or if one should descend to the foul planes for an eternity of torture.

The Radiant Faith shares these beliefs, holding to the idea that we are all birthed with light and darkness in our soul, and depending on the deeds we perform, this light shines brighter or darker. The choices we make can either fuel the light or feed the darkness within us. But this principle extends beyond individuals; it's believed that the collective sins of many can push the world towards heaven or hell. With the Scourge currently ravaging the city, there's a growing fear that it's an omen of the city plunging towards hell's icy grasp.

This duality seems embodied within the religion, as all the most righteous saints of the Radiant Church possess eyes of gold. Conversely, those who commit the foulest of sins do not possess darkened eyes, probably due to the fact that once one begins a road filled with sins, the Radiant Faith seems unimportant and is quickly abandoned. Though if one is to meet an individual of darkened iris and sclera, they know better than to approach too close, as sin darkens their heart. Cursed-bloods know of this hatred far too well—they who possess obsidian eyes.

ORIGIN

In ages past, decades after the city-state of Luyarnha was crowned with sovereignty, a decline in religious worship began to take root. The ruling class, in their hubris, declared the veneration of the divine to be illegal and mandated the substitution of the sacred with a series of ceremonies praising their leader and their flawless government. This edict was inculcated in each household and each school so that none would entertain dangerous ideas. Further compounding this abandonment of faith was the crowning of the Godless King, a man who perceived religion to be a mere distraction for the masses, incompatible with his vision of the future; the state was perfect and eternal, and no mere god would alter that.

In the campaign to eradicate religious worship from the city, most gods—beings who derived their power through veneration from mortals—were abandoned and forgotten. Yet, amidst this destruction of faith, a budding light refused to die, the Radiant Faith, proudly held up by the hearts of many devout souls who couldn't abandon hope. Initially, many dismissed them as yet another group destined to be crushed under the weight of the state doctrine. How wrong they were.

In these years of struggle, Luminara, the faith's leader, faced public execution at the hands of the Godless King himself. Brutally eviscerated, his innards splayed and nailed to the four corners, Luminara was left to die. However, during this savage spectacle, Luminara did not plead nor scream, but prayed to his god for forgiveness. When the King completed his grotesque performance, Luminara wept not for himself, but for the corrupted heart of the King, pitying him even in the face of death—an act that sent the ruler into a bestial frenzy. This public act of defiance bolstered the faith, elevating Luminara to martyrdom and sainthood, and he henceforth became known as the Luminary Prophet. The symbol of his sacrifice, the Innarda, became the emblem for the Radiant Faith.

Three days following his cruel demise, disciples of the Luminary Prophet bore witness to visions of him, radiant with heavenly luminescence, proclaiming his transcendence to a higher existence. These spectral visitations stoked the faith with renewed purpose and zeal, marking the commencement of the Radiant Ascendancy. In this ascendance, believers saw the Luminary Prophet transformed into a divine conduit for their eternal lord, the Radiant One. This was the beacon of hope they had prayed for, here to cast away the age of darkness.

Religious Wildfire

Guided by the Light, the Church expanded its influence across Luyarnha, from the noble avenues of the Sanctified District to the pulsating heart of the Waterfront. In this transformative era, Apostle Ignis, a zealous emissary of the faith, kindled a spiritual revolution. He viewed the Luminary Prophet's ascension as a herald of an age foretold in sacred texts—a time when the spiritually blind would be bathed in the cleansing glow of the Radiant Faith.

Ignis saw himself as the chosen torchbearer, anointed by divine light to shepherd the lost towards the Radiant One. His mission was met with resistance, but Ignis' doctrines, devoid of the rigid strictures of old faiths, embraced a broader congregation.

The reputation of the Radiant Church grew in tandem with their power, as they provided ministration and aid to the downtrodden. Their unwavering devotion and saintly deeds began attracting followers from all walks of life, their faith endowing them with the ability to perform miracles rarely seen within the walls of Luyarnha.

News of their good deeds rapidly spread, and soon most of the city's lower districts were erecting churches and cathedrals to worship the Radiant One in obstinate defiance of the ruling class, for as the power of the Church grew, faith in the state and its benevolence began to erode. The tension between the two camps mounted, fueled by the ruling class's treatment of the citizenry, their rapaciousness, and their pretentious ceremonies. The conflict culminated in a civil war that the nobility lost, forcing them to kneel as the military forces, abject moralists, and resentful subjects that supported them were slowly supplanted by a more hopeful kin that rejected their tyranny. They were thus compelled to surrender before any further bloodshed could ensue. On that day—called the Day of Deliverance—the Godless King's heart was stabbed from behind, his body then unceremoniously cast to the populace to do as they wished with the tyrant's remains. What remained of the body was later recovered and buried beneath the castle. In the resulting power vacuum, the Radiant Church arose to dictate the future of the state.

Dark Lord Studios

Separation of Power

Under the guidance of the Church, Luyarnha successfully vanquished the enemies of the First War who wished to prey upon the weakened state, and became a beacon of hope and prosperity in a world undergoing similar violence and strife. The people of the city worked tirelessly to create a society that was fair and just, where everyone had an equal chance to succeed.

The now called 'Radiant City' soon became the envy of the world, with traders from far and wide flocking to its gates in search of wealth and prosperity. The Radiant Church welcomed these visitors with open arms, eager to share their message of hope and unity with all who would listen. As a result, the city became a recipient of cultures and ideas, with people from all walks of life coming together to create something truly remarkable.

But such an utopia wouldn't last.

As the Radiant Church grew in power and influence, it attracted individuals with selfish agendas who saw the power of the religious institution as a means to advance their own interests. Some members of the clergy became disenchanted with the status-quo and began to exploit their positions of authority to amass wealth and influence, while others became embittered by rivalries and jealousies. Despite the growing evidence of this corruption, the church leadership turned a blind eye, choosing to prioritize its reputation and influence over the purity of its message, attempting to maintain the hegemony of the city. Perhaps it was pride, or simply a refusal to admit the truth, but their noble ideals were soon tarnished, leading to internal conflicts and divisions within the church.

POLITICS OF THE RADIANT CHURCH

Since its ascension to power, the Church has put in place many martial and political measures that have shaped Luyarnha.

Armament

Since the beginning of the Scourge, the Church has begun to slowly disseminate more and more weapons to the citizens of Luyarnha, despite heavy pushback from the nobility. Indeed, whilst the church wants strong citizens capable of protecting themselves, the nobles would be better suited to have sheep that would bend to their every whim, and arming said sheep seems unfavorable. But since their fall from grace and the Godless King, they have lost the ability to make such judgements. Instead, nobles have opted to use their funds to develop increasingly more powerful weapons, ones that would be too dangerous to be distributed widely among the populace, as a single person with the wrong mindset accessing them would signal doom for all. In response, the Church, well aware that many within the nobility have a corrupted mindset, developed jaegers and other human weapons. Indeed, weapons with their own will are difficult to control; one can only hope that they will not be set off to slaughter their kin by tragic circumstances.

Military Rewards

To incentivize the ongoing war effort against the Scourge, all able bodied citizens are offered rewards for performing services for their country. These rewards include guaranteed housing within the Grand Cathedral District for the immediate family (e.g., spouse and children) at heavily reduced cost for the duration of the service, and if the active military member completes twenty years of service, or dies in their service, the housing is awarded to the family.

Reproduction

The Radiant Church views each individual as the spark of light that holds divinity within it, the promise of reproduction of the species, and the prospective builder of an ever brighter future. For the elves who were so close to falling into despair, the perpetuation of the species is a moral duty. As such, supported by the will of the people, Luyarnha has implemented a slew of laws that would foster parenthood, which coincidentally helped members of the Radiant Church and the government, as more children meant more potential soldiers and more economic growth for the city with the new influx of workers.

One law subjected childless members of the Grand Cathedral with ever increasing taxes beginning at an age determined adequate for each race. Those who didn't bear children, regardless of the reason, would see themselves quickly expelled from within the divine walls of the Grand Cathedral, as the cost of living would quickly grow unbearable, and were relegated to other districts within the city.

Opposedly, this "Ecclesiatum"—church tax—would be lowered for families with numerous children, and if more than four children were born, they were exempt of all taxes. In addition, families would receive additional bonuses for food and treatment of the newborn children, though such measures were oftentimes hard to enforce. Societal measures to encourage birth were also slowly adopted by the masses through sermons, by shaming those of older age who refused to have children despite being capable—a shame that would not apply to those in military roles—and by praising and rewarding parents with neighborly support, which helped foster growing communities. Combined, these policies stymied Luyarnha's collapse long enough for it to survive and grow after the war, even against the Scourge's devastating attacks. The cynical like to point out that such a large population leads to more beasts, which in turn leads to more death. They always forget to mention that were they any fewer, they would have died faster at the hands of said beasts.

CHURCH POWERS

The Radiant Church comprises three powers: the Radiant Order, the Obitus Scholare, and the Divine Enclave. They represent the right hand of their god, his voice, and his left hand, respectively.

RADIANT ORDER

The Church mandated military force, the Radiant Order, has extended its reach beyond its own ranks by training ordinary citizens, regardless of their faith, to become hunters of beasts following the aftermath of the Scourge. Recognizing the need for unity and cooperation in the face of the threat, the Radiant Order sets aside religious differences, focusing on the common goal of safeguarding the families and homes of the people.

The Radiant Order stands as one of the church's three primary powers and is directed by the High-Apostle Logarius' unwavering hand. The Order itself splits into three distinct factions: the Militia, the Blood Cross, and the Grey Templars. However, the existence of the last faction is a secret, known only to a privileged few.

Militia

The Radiant Order's backbone, the hunters of the city, is the Militia—men and women steeled by the hardships of the First War, and many others since, who've chosen to bear arms in the city's defense. As freshly minted hunters, they are handed the tools of their perilous trade: swords to cleave and firearms to pierce the monstrous beasts that haunt Luyarnha's moonlit streets.

Martin Kirby Jackson

Yet the Militia's duty extends further, encroaching into the city's daily life. Its members are stewards of law and order in Luyarnha, a police force holding at bay the tide of crime and corruption. Their task is to safeguard the city's values of justice and fairness, protecting each citizen, regardless of their societal rank or creed. Even those who bear no allegiance to the Radiant Faith find common cause in this shared ideal.

Strength in Hope. The promise of a purpose, the notion that a life spent in strife and penury could bring about a better future for the collective good, grants many solace. This philosophy, this beacon of hope, pervades the spirits of the Militia's hunters, even those devoid of religious conviction. It proves to be a lifeline in their perilous duty, for those bereft of hope are oft the first claimed by death.

As the Radiant Order's most populous arm—so populous, in fact, that when one refers to a hunter of Luyarnha, they almost always mean a member of the Militia—this faction is continually replenished by those willing to pledge a minimum of three years to their service. Should a hunter survive the first year, a rare feat in itself, they earn the privilege of residence in the Grand Cathedral District for themselves and their family. This dual-edged gambit bolsters the Militia's numbers while also culling those less adept. After this first year, even in death, a hunter's sacrifice ensures their family's stay in the district, given they continue to meet the housing tax.

Hunt until Death. The rewards of the Militia's path, including regular pay, housing within the Grand Cathedral District, and the honor of defending Luyarnha's people, are a compelling lure for many, often overshadowing the ultimate price they may have to pay: their life. Membership in the Militia is a badge of prestige, signifying a willingness to lay down one's life for the city and its populace.

While maintaining peace within the city, Militia members may engage in supplementary work, their primary duty calling them to arms only on the hunt nights or at the tolling of the city's bells. In the event of a beastly outbreak, they are expected to throw themselves into the fray first. Any hunter found running away from their duty faces severe repercussions, for their motto is as stark as it is unyielding: "Survive together, or die together." Thus, hunters seldom travel alone. Should a lone hunter be sighted, it's a warning to any would-be troublemakers that reinforcements are but a heartbeat away.

Blood Cross

Founded during the First War, the Blood Cross is a vital arm of the Radiant Order, pledging itself to the service of the injured and the ailing, offering aid to the afflicted both within and beyond the hunts. Their emblem, the Innarda painted in the sacred blood-red hue across their armband, is a symbol of hope for the injured, a promise of sanctuary amid the chaos.

These healers are bound by a code of selfless service, their vows echoing the Radiant One's verses of compassion for all mortals. They walk fearlessly into the heart of the battlefield, braving the thick of conflict, the harrowing screams of the wounded their call to arms. They serve as a living reminder of the Radiant One's mercy, their hands, guided by His divine will, bringing healing where there is hurt, hope where there is despair, and light where there is darkness.

Roman Kuzmin

Training. Often drawn from the ranks of those with an innate healing touch or a profound understanding of the human body, members of the Blood Cross aren't necessarily religious, but are all subjected to the same expeditive training regimen nonetheless. Members are trained to stop bleeding, apply dressings, sprinkle alcohol on wounds as an antiseptic, and to administer holy tonics and sedatives. Amidst hunts, more elaborate medical treatment waits until the warrior can be retrieved from the front and sent to one of the many churches where greater healing would take place. Tragically, Blood Cross members often have to make the decision of which wounded hunters are beyond help, and resolutely move on to the next wounded man.

Some rare members of the Blood Cross can wield clerical magic, a divine gift from the Radiant One Himself it is believed, disregarding that other faiths also possess such healers. These blessed healers receive further tutelage inside holy grounds, learning to channel magic to mend grievous wounds and even bring the dying back from the other side. Once fully trained, they receive their distinctive white shoulder cape, adorned with a blood Innarda.

Holy Tonic. A key facet of the Blood Cross' healing methodology is the ministration of the Holy Tonic, a sacred elixir crafted under the auspices of the Radiant Church. This potion is believed to contain the Radiant One's divine essence, capable of mending wounds in ways mundane medicine cannot. The creation of the Holy Tonic is a guarded secret even more sacred than the elixir itself.

Before the Scourge, tales of the Tonic's miraculous potency seeped into the farthest corners of the world, drawing the afflicted to Luyarnha in droves akin to a religious pilgrimage. Even today, as the Scourge casts its monstrous shade, the lure of the Tonic's divine promise compels desperate outsiders to brave the horrors of the city in search of salvation.

Grey Templars

The third and least known faction of the Radiant Order is the Grey Templars. Originally a task force designed by a high-apostle who feared the actions of the Obitus Scholare, it now serves as the very embodiment of the Radiant One's will. As the most elite force of Luyarnha, the Grey Templars' mission is to cleanse mankind of the unimaginable evils that lay beyond veiled shadows—evils far beyond the Scourge.

Impossible Selection. The rigorous selection process for the Grey Templars seeks individuals of extraordinary physical prowess and unwavering mental fortitude, often drawn from the stalwart ranks of city-state hunters, eldritch hunt paladins, or seasoned jaegers. These promising candidates are subjected to a series of grueling trials, both physical and psychological, intended to break lesser men, but forge in the chosen few an unyielding spirit. A prospective Templar must be of unblemished virtue and exceptional courage, uncorrupted by the taint of the eldritch, ready to harness the sinister essence of their monstrous prey and turn its own powers against it.

Upon successfully navigating these trials, the selected few begin their spiritual journey. They are immersed in the sacred doctrines of the Radiant Church, trained in the rites of banishment and exorcism, educated in recognizing and combating the various Eldritch horrors, and initiated into the divine mysteries of the Radiant One Himself. This path, though noble in its cause and pure in its intent, is fraught with peril, the dreadful energies these Templars command threatening to gnaw at their very souls, driving some to the precipice of madness and, tragically, often over it.

A solemn pact to the Radiant One binds each Templar, a sacred ritual where they partake from the Holy Chalice, believed to contain a fragment of the Radiant One's divine essence. This act forever links the Templar to their deity, providing divine protection against the corrupting Eldritch influence.

However, the cost of their commitment is a life forever spent in society's shadows, their heroic deeds unrecognized, their immense sacrifices unknown. Their service is to the Radiant One alone, a silent vigil in the heart of the darkest night. They seek neither glory nor honor, but to be the salvation of mortal life, their hearts forever aflame with the light of the Radiant One.

Iron Will. No Grey Templar has ever fallen to corruption. None. A feat unmatched by any other faction within the city's towering walls. Indeed, when tendrils of madness threaten to ensnare a Templar's heart, warping them into a monstrous caricature of their noble self, the Radiant One's final gift ignites within them—the Moment of Clarity. This divine spark bathes their consciousness in lucidity for a few heartbeats, just long enough for the Templar to drive their blade through their own heart or, should they find themselves bereft of their weapon, to tear their heart from their chest using their own hands, thus surrendering their life before the darkness can claim them.

Maximiliano Moretto

OBITUS SCHOLARE

Born amidst the civil war, the Obitus Scholare is a respected cog within the intricate machinery of the Radiant Church, toiling diligently within the shadowed halls of the Grand Cathedral to forge new tools and technologies for the betterment of life in Luyarnha and for its defense. Its efforts were initially funded by the church and later by the aristocracy as the First War swept over the city, the urgency of conflict adding fuel to the fires of innovation. Yet, the insatiable hunger for power that danced within its scholars' eyes gradually began to lead them down the path of sacrilege and blasphemy.

Their research bore fruit of the most forbidden kind, unveiling what they thought to be the eldritch lineage of their deity, an abhorrent revelation they gleaned from the very entrails of the earth itself. Drunken by the intoxicating whispers of this newfound power, the Obitus Scholare freed itself from its allegiance to the Radiant Church, though it still offers a public facade of loyalty.

It has since become a rogue entity, a clandestine assembly working towards what its members perceived to be the true aims of the Radiant One, decrees interpreted through fevered visions. The Radiant Church is built on the virtue of strength and hope for the future, but so too is the Obitus Scholare, which aspires to build its version of a better future—"mortals are frail and weak, and only through ascension can they be saved". Justifying the ends through the means, the Obitus Scholare has plunged into an abyss of inhuman experiments, its moral compass broken by the incessant drumbeat of progress.

Cosmic Knowledge

The Obitus Scholare was an enigma, an assembly cloaked in the pursuit of esoteric lore and ancient wisdom, delving deep into the remnants of dead civilizations in a quest to unearth long-forgotten marvels, hoping to utilize the lost knowledge for the world's benefit. Its pursuit gained extraordinary momentum when the Silverblood royalty fell under the Radiant Church's sway. As a grand gift, the church entrusted the Obitus Scholare with the Silverbloods' trove of arcane texts and relics. This archive, amassed meticulously by the family—and notably the Godless King before his demise—was an intricate labyrinth of cursed artifacts and dusty tomes, each potentially hiding a myriad of unique secrets.

> *"Mortals are frail and weak, only through ascension can they be saved".*

Among these cryptic documents, a few members discovered mentions of an ancient ritual site hidden beneath the very roots of Luyarnha. Employing their base, the Asylum, as the entrance to this subterranean secret, they ventured into the bowels of the earth, guided by the arcane inscriptions and the haunting visions that seized their minds. Here, in this clandestine world, they erected a now-forgotten temple, a hallowed ground where they claimed communion with what they believed to be the true Radiant One, a cosmic being that bestowed enlightenment upon them. There, a new, heretical version of the Radiant Faith sprouted in the heart of the Obitus Scholare.

This encounter heralded an era of grand flourishing, as the enlightened Obitus birthed a plethora of creations to alleviate Luyarnha's suffering. Its repertoire of inventions ranged from the reviled hounds assisting hunters, to formidable weapons for combating the armies of the South, to the virtuosic blood archers and the failed living nightmares, to their most astounding achievement, the jaegers—enhanced warriors that tower as demi-gods over ordinary mortals. The Obitus also claimed the discovery of the Holy Tonic, a miraculous brew whose recipe remains a jealously guarded secret.

Their thirst for knowledge led the members of the Obitus down a morally abhorrent path, the chilling hallways of their laboratories bearing witness to a litany of macabre experiments. They explored the frontiers of infection and cure, conducted transplants between disparate creatures, and harvested the cerebro-spinal fluid of Great Ones to infuse into various apparatuses. More profoundly, to commune with the cosmos, they began to employ a neutered form of osteomancy, etching runes into their skulls. The most advanced among them wore golden masks to conceal their fleshless craniums, adorned with an intricate network of runes and eyes, allowing them to gaze into the depths of the cosmos and beckon the moon.

A theory, only held by those privy of the faction's dark actions, suggests that the Scourge was unintentionally—or perhaps intentionally—brought upon the city by the Obitus Scholare. For them, who possess an unending thirst for power, the possibility that they birthed the Scourge during a disastrously misguided experiment is not too far-fetched. Perhaps, in their pursuit of ascension, they inadvertently sparked this plague, their eyes too focused on what lies beyond.

Osteomancy

One of the first triumphs of the Obitus Scholare's was unraveling the mystifying origins of osteomancy and disseminating this potent knowledge to various magic initiates. This act of democratizing power was designed to keep the nobility in check, preventing their dominance were they to thirst for power anew, and to aid in the fierce conflict against the southern invaders. Indeed, it was successful; the war tilted in their favor, owing in no small part to the force of osteomancy. Yet, a few years hence, a grotesque event referred to as the Great Unchaining unfolded on the triduum of the fourth Hunt. The majority of osteomancy practitioners either suffered a horrific demise or were transfigured into grotesque abominations. In the aftermath, the practice of the magic was promptly banned, its teachings concealed in the deepest vaults, hidden from inquisitive eyes.

This tragic occurrence scarred the reputation of the Obitus Scholare and dealt a damaging blow to its prestige, yet its resolve remained unbroken. By this point, the sect's leadership was fully enmeshed in the faith they had discovered in the god unearthed from the cryptic subterranean chambers, and so they decided to delve deeper. Even in the face of the staggering deaths they had caused, they held steadfast to their thirst for power, well aware that the point of no return was far behind them. Any semblance of remorse was ruthlessly purged from their ranks—many that exhibited such weakness killed themselves, their corpses frequently bearing a bullet hole at the back of the neck—ensuring that the faction's ultimate objectives remained shrouded. To the Church, they wore a facade of unwavering loyalty, whilst in secrecy, they continued their insidious quest.

Jaegers

Project Ascendence. In the grim throes of the First War, as Luyarnha found its edge dwindling, the Radiant Church beseeched the Obitus Scholare to devise war weapons that the enemy could neither claim nor wield. Hence, the ominous project “Ascendence'' was conceived.

Within the walls of the Asylum, adjacent to their holy temple, the scholars enacted their harrowing experiments. The formidable powers they invoked exacted a toll, a vast levy in mortal lives. Initially, their ghastly trials targeted captured giants from the war, for few in Luyarnha harbored qualms about tormenting those who had struck them first. However, the supply of sacrificial lives gradually diminished, and yet, intoxicated by rapid advancements, the Obitus balked at cessation. Its leadership had glimpsed their potential ascendance and would not rest until humanity had elevated to higher spheres of existence; they required more lives for their macabre experimentation.

Horrifying Success. The unveiling of the first jaegers marked a rapid shift in the tide of war, crushing the infiltrated enemies. Despite the triumph, members of the Obitus found no satisfaction; their creations, albeit formidable, were still mere mortals, pitifully feeble in contrast to the divine cosmic shown to them by their god and the great entities from the beyond.

With the cessation of the First War, the Radiant Church, at last free from the burdens of wartime governance, undertook investigations into the birth of the jaegers. Spies were dispatched to probe the depths of the Asylum, and what they discovered was pure horror.

Maximiliano moretto

The Obitus Scholare was charged with war crimes in a trial shrouded in secrecy to avoid alerting the awe-stricken populace, who marveled at the jaegers' strength. The exact details of what the church unearthed and how the Obitus was prosecuted remain shrouded in mystery. The sparse record of the event suggests that only a single, deranged branch of the Obitus had veered into darkness, while the majority of its scholars, in opposition, had created the jaegers through less abhorrent means. Even under the severe trials of the House of Blood, which coerced the truth to surface, none of the jaegers recalled the Asylum or its dreadful experiments. Overwhelming evidence absolved the Obitus, condemning only the branch manager of the Asylum and his subordinates, who were incarcerated within the Abyssal Keep, most meeting their ends therein.

Subsequently, to stifle potential leaks, the Obitus Scholare was relocated and the doors of the infamous Asylum were shuttered forever. Yet many of its scholars yearned for the powers of the Great Ones that their visions had unveiled, a hunger they could not ignore, and in a masterstroke of deception, the Obitus Scholare separated its endeavors.

The Obitus maintained its "sanitized" studies within the Observatory, which crowned the Grand Cathedral District and was meant as an open testament to its diligence and righteousness. Meanwhile, the shadowy underbelly of its work was relegated to the Cosmic Seminary, nestled by the tranquil lake that feeds Luyarnha's river and hidden away from prying Church eyes. The Radiant Church, upon rigorous inspections of the Observatory, found their trust in the Obitus renewed, oblivious to the macabre reality—or perhaps willfully blind. Thus, the Obitus Scholare regained the church's favor, even as it persisted in its unspeakable acts behind cloistered walls.

What remains shrouded in darkness, however, is whether the root of the Obitus is so deeply corrupted that every member is compelled to perpetuate malevolence, or if the man who was tried, his name erased from history, managed to cheat death and recommence his dreaded research.

Reckoning of the 33rd Hunt

On the night following the devastating 33rd Hunt, the Obitus Scholare was shattered as a skyborne beast brandishing a blade of fire descended upon the Observatory. Its sudden assault brought the scholars to the brink of annihilation. The beast did not stop there, as the Cosmic Seminary too fell under its fiery sword just hours later. The precious interval between the attacks granted a few Obitus members just enough time to secrete away their pivotal research artifacts.

Yet they rose from the ashes of their near decimation. In an agreement with the Radiant Church, their new sanctuary would be cloaked in the deepest shadows, the location concealed even from the eyes of the highest-ranking Church members. The objective was simple: forestall such a cataclysm from recurring. By this time, the Obitus Scholare had become an essential cornerstone of Luyarnha’s survival and could not be left unguarded. Thus, its scholars were given unbound liberty to seek out a new clandestine haven for their endeavors.

The beast’s onslaught obliterated most of their apparatuses and drained their reservoirs of the Holy Tonic. Yet a few members were cunning enough to slip away with the crux of their knowledge intact. The Obitus’ present location remains shrouded in mystery, although whispers of a sudden flurry of activity in the Asylum have begun to circulate. Some speculate that this could be remnants of past experiments coming back to life. Similarly, the Cosmic Seminary by the city's lake flickers with strange lights on particular nights; perhaps not all fled the celestial dome.

Today, a peculiar tale has come my way. It seems that the chief scholar of the Asylum branch of the Obitus Scholare, sentenced to eternity in the Abyssal Keep, has finally succumbed to time's relentless grip. No surprise there; age claims us all eventually. But here's the twist that's left the higher ups scratching their heads: when the attendants went to fetch his body for the last rites, they found an empty casket. No trace of the man who was supposed to be inside. It's as if he'd simply... vanished. As if his mortal remains decided to abandon this world ahead of his spirit. Puzzling, unsettling, and utterly inexplicable. I wonder what happened to him..

DIVINE ENCLAVE

The Divine Enclave, formerly under the oversight of High-Apostle Tulio prior to becoming a martyr upon being consumed by the Scourge, is compartmentalized into three main branches. The Luminary Scribes form the first, safeguarding the Church's knowledge, be it public or forbidden, and operating as an investigative force within Luyarnha. The second, the Ministry of Light, encompasses all priests and evangelists tasked with the upliftment of the city's morale and aiding the morale of its afflicted denizens. And finally, the House of Blood delivers justice within the city's ramparts, unyielding like steel.

Luminary Scribes

Luminary Scribes are the pen of the Radiant Church—their tale as vibrant as the golden ink they use to inscribe the divine narratives. Nestled within the hallowed halls of the Luminary Repository, also called Grand Library, they embody a unique arm of the Divine Enclave, their sacred responsibilities shaping the course of faith in Luyarnha and beyond.

Holy Scribes. Crafting the Radiant One's divine inspirations into hymnals, prayer books, and liturgical guides, the Luminary Scribes wear the mantle of creators of holy texts. Their noble duty breathes life into the divine teachings, shaping each text into a glowing beacon, each of which must be a testament of the Radiant One's glory to bolster the faith of His ardent devotees. The Scribes hold themselves to a high standard; failure to meet such a requirement means erasure of the text and the destruction of hours of combined labor.

In addition to this sacred craft, the Scribes shoulder the pivotal responsibility of recording the visions of the Church's upper echelons. While many of these transcripts, potential prophecies held for posterity, may dissolve into the mists of uncertainty, some crystallize into reality, their manifestation holding the world in awe or terror. Intriguingly, amidst the meticulously ordered archives of the Grand Library, the manuscript of a vision pertaining to the Scourge has vanished into thin air. Surely, this must be a mere oversight in their usually impeccable organization.

Stationed at the cusp of knowledge, the Luminary Scribes must remain ever vigilant to maintain the relevance of their sacred texts. As such, they mandate investigations and delegate their members to gather fresh insights. Of late, however, they find themselves grappling with alarming inconsistencies regarding the Scourge. Rumors within the Ruby District whisper of citizens bending the beasts to their will, an absurdity that stands against all known facts. Yet the truth remains unknown, as the team dispatched to gauge the situation has failed to return.

The Scribes also serve as the compass guiding the Radiant Church's leadership, their profound wisdom illuminating the path ahead. Their counsel, drawn from the infinite wells of knowledge of the Grand Library, sculpts the decisions of the church's echelons, bringing clarity to their divine pursuits. This role was recently challenged when shadows of doubt were cast upon the head of the Luminary Scribes. Accusations of personal gain, of altering the rule of law to favor individual pockets over Luyarnha's common good, swirled in like wildfire. The subsequent investigation led to the incarceration of several implicated members, some with connections to the reviled fire dancers, leaving the Church to pray fervently that this blight of corruption had not tainted their ranks any further.

Dark lord Studios

Censors of Truth. Yet the Luminary Scribes are more than simple scribes. They stand as vigilant sentinels guarding the reservoir of knowledge, the custodians of the Luminary Repository situated within the heart of the Grand Cathedral District. As gatekeepers, they bear the onerous task of discerning the knowledge that filters into the public realm from that which must remain hidden from view.

However, the echoes of their silent censorship do not pass unnoticed. The veil of secrecy tends to breed discontent, invoking discord and intrigue. As word of the Scribes' selective suppression seeps through the city's streets, the thirst for the forbidden knowledge festers. In the vacuum created by withheld information, wild conjectures and dark conspiracies flourish. A common belief is that the Scribes harbor information about the origin of the Scourge, a secret they refuse to unveil, fearing a societal backlash.

The waters of discontent were further stirred when a dismissed member of the Scribes, in a drunken stupor, revealed that the Scourge was, in fact, a divine trial. He babbled that it was a test from the Radiant One, challenging His devout followers, a gift to separate the chaff from the wheat, the weak from the worthy. He claimed that this was the prophecy of prophet Luminara himself, a truth the Radiant Church was concealing. The church remained unmoved, offering no rebuttal, though some members humorously pointed out that this very man was expelled from the Luminary Scribes because he insisted that the orc high-apostle of the Divine Enclave was actually an elf sporting tusks, amongst other things.

Despite the trials they face, the Luminary Scribes continue to uphold their belief in the necessity of information censorship for the sake of a unified future. They've learned from past missteps when undisclosed or manipulated information came back to torment them, leading to misguided public decisions. One disastrous incident occurred when a beam of moonlight, a radiance previously thought harmless, reduced a priest and his congregation to ashes. The faith in the Radiant One quivered that day, and it took a herculean effort from the Radiant Church to restore the shattered trust. Today, the decision to censor any information requires unanimous agreement from the Scribes' higher echelons. Only when this consent is achieved, meaning that not a single member vetoes the decision, does the information retreat into the secluded vaults, veiled from the public's gaze.

This grave responsibility finds a tangible embodiment in the Forbidden Archives. This enigmatic section of the Library, ensconced in a Nightmare Realm, remains inaccessible save for a select few entrusted with its keys. Those chosen are expected to return within a day and have their memories of the trip erased by the high-apostle of the Divine Enclave. Failure to comply with this rule results in a swift execution and a ceremonial burning of the body to ash—a harsh, hidden practice deemed a necessary evil to safeguard perilous knowledge from falling into the wrong hands.

Heretical Investigators. The Luminary Scribes wear many mantles, and among them is the mantle of heresy seekers. They are the Radiant Church’s own investigation force, responsible for finding out the truth at their behest. They perform the role of investigators for all manners of politic or populous instances, but the most common mission the Scribes are given is to uncover heretical texts and teachings that dare to contest the Radiant One's hallowed doctrines. They are the Church's bastion against the storm of false teachings, their discerning gaze separating truth from deceit. Where their investigators find heresy, the foreboding specter of the House of Blood—and their torturers—is never far behind.

Dark lord Studios

Geists were once considered forbidden knowledge, until the first Geistnacht that is.

These investigators learned to merge seamlessly into the fabric of ordinary life, indistinguishable from the typical clergy, or if they desire, even common folk. Information about the existence of these covert heresy hunters somehow seeped into the public consciousness, a deliberate act on the Scribes' part. This divulgence, designed to send shivers down the spines of potential sinners, serves as a deterrent to those who might be tempted to disseminate heretical ideas within the confines of Luyarnha.

Once heresy is detected, the ominous shadow of the House of Blood descends swiftly. Torturers and Blades of Radiance are dispatched, and the accused are taken into custody, awaiting interrogation within the cold, unyielding walls of the violent courtrooms. In the event of a wrongful accusation, severe sanctions are imposed upon the investigator involved, a practice aimed at discouraging the misuse of these powers. However, if guilt is ascertained, the accused might find themselves yearning for a quick and merciful end. The harshest punishment meted out by the House of Blood was given to a man who was found to be harboring beasts and deliberately unleashing them upon the population in an attempt to propagate the Scourge. Even as he proclaimed these beasts to be his children, his deeds' gruesome aftermath saw him subjected to the cruelest of holy punishments: his body was pinned and his innards gruesomely eviscerated.

Ministry of Light

The Ministry of Light serves as a stalwart guardian of the people's faith, a luminous beacon in the darkness of uncertainty and despair.

Holy Voice. Unyielding, the Ministry endures, their mission: to preserve the sacredness of faith and doctrinal purity amongst the citizenry, forming an unassailable bastion against the creeping dread wrought by the Scourge's devastating onslaught. The rising despair among the populace, born from the rampage of monstrous beasts, often ignites doubts about the purpose of existence. Amidst such desolation, the Ministry emerges as a beacon of hope, affirming the promise of salvation and the futility of surrender—giving up arms would only be giving victory to the enemy. The clerics of the Ministry disseminate this faith and hope through public sermons, ritualistic acts of faith, and miraculous displays of divine magic.

Carl Hassler

The sacred script of the Ministry also outlines their role as mentors and recruiters of fresh clergy, the future stewards of the Radiant One's followers. Whether preparing them as warrior-protectors in the mold of the guardian clerics or as community leaders, they shape their charges with faith. One individual who teeters on the edge of such a divine destiny is a youthful noble of the esteemed Silverblood lineage. Torn between the worldly temptations of hedonism and the holy calling of his spiritual path, he grapples with his family's disdain for the Church and the divine pull within him. A life of debauchery is his current refuge from the internal conflict, yet a solitary push could lead him down one path or the other.

As the people's emissaries, the Ministry embodies the Church's compassionate face, a tangible comfort amid the tumultuous trials. Offering spiritual counseling, they grant solace to the city's hurting souls, providing counsel and comfort to those caught in the web of personal loss, guilt, or Scourge-induced fear. It is they who extend a soothing hand to those tormented by terrifying nightmares or grappling with harsh realities, serving as guiding lights towards a better future.

When the Scourge ravaged the Ruby District, shaking the people's faith, the Ministry stood resolute, a lighthouse amid the bloodshed, undertaking the colossal task of providing healing, performing miracles, and rekindling the wavering embers of hope. Their courage cost many their lives, yet their sacrifices ensured the survival of religious devotion within the district and its ongoing struggle—and some dare say that without it, the Ruby would have already fallen. Today, those who bravely venture into the district to distribute supplies are primarily Ministry members, practicing what they preach.

Functioning as the dispatchers of holy missions, the Ministry breathes life into the Radiant One's divine will. They commission priests and evangelists, spreading His hallowed doctrine, offering spiritual guidance, and courageously standing against those who oppose the light. Alas, in recent times, missions beyond Luyarnha have all but ceased, the enforced lockdown stymying any semblance of travel. Yet this doesn't imply an absence of necessary work within Luyarnha. Indeed, any devoted hunter may approach the Ministry seeking work that contributes to the city's survival, and for their efforts, they are duly rewarded. However, not all return from these daunting missions waged against the Scourge, such is the terrible price of their valor.

Holy Hands. The legacy of the Ministry encompasses a role of incredible importance to Luyarnha—that of officiators of sacred rites. They are the architects of sanctity, weaving divine rituals that offer protection from the lurking threat of the Scourge, or sanctify a couple's vow of matrimony under the watchful gaze of the Radiant One. Every citizen, from the highest king to the humblest worker, must step under the Ministry's sacred mantle if they desire to bask in the Radiant One's divine guidance.

The priests and holy men of the Ministry also bear the responsibility to craft the sacred incense, an invaluable deterrent against the beastly abominations spawned by the Scourge. This incense has become a comforting nightlight for the populace, a symbol of safety against the horrors that lurk in the shadows. Recently, however, essential supplies vanished, casting the Ministry into a desperate scramble against time. With reserves shrinking and no shipments in sight, dread creeps into the hearts of the populace. Although promises of forthcoming supplies offer some solace, the days of unprotected terror may claim countless lives and sew rampant panic.

Moreover, the Ministry serves as the bearers of divine weapon blessings, imparting the Radiant One's favor onto a diverse arsenal, from partisans and cleavers to mechanized limbs and firearms. These blessings are said to maintain a weapon's edge or prevent misfires, although some dismiss such claims as mere superstition. Despite these doubts, no hunter of the Radiant Order would dare venture out with a weapon that has not first been graced by the Ministry's touch, if only out of caution; the Scourge is relentless, and no precaution can be spared.

House of Blood

Crimson Origin. As the Scourge's grip tightened on the city-state, Luyarnha's system of justice was among the first institutions to crumble. Lengthy trials supported by sound evidence became relics of a bygone era. In a world where each passing hour might spell one's doom, none had the luxury of time.

Within the accursed Luyarnha, unhinged revenge had ascended to the throne, taking over the long abandoned traditional justice. An eye for an eye, a tooth for a tooth; when this primal justice eluded the grasp of the aggrieved, state sponsored torturers emerged to dispense their own brand of punishment upon their quarry.

Yet, in the absence of due process, many were wrongly subjected to such trials, only to later seek vengeance themselves, perpetuating an endless, vicious cycle of hatred and destruction. Many torturers and assassins, unbowed, reveled in the profits borne of such strife, exploiting the twisted emotions of mankind to further their own ends. This gruesome tradition necessitated the crimson repainting of the House of Commons, concealing the bloodstains that marred its floors, henceforth nicknamed House of Blood.

In the lands beyond Luyarnha, torture is viewed as an abomination, a practice to be shunned under any circumstances; within the walls of the city-state, it was customary. While it excels at prying confessions from the lips of the tormented, it is a woefully inept instrument for uncovering the truth. After all, those in agony will utter anything their tormentor wish to hear to escape their suffering.

This uncontrolled violence stood in stark opposition to the principles of fairness upheld by the Radiant Church, who were well aware of the limitations of such practices. When the nobility ultimately bowed to the clergy, the holy men swooped in, trying to salvage what was left of the legal institution, using their divine magic to cast an unbreakable veil upon both accused and accuser. The priests understood that by casting zone of truth spells throughout the trials, they could ensure that the torture that was being performed would only extract the truth.

A new justice system was born.

Carl Hassler

Compelled by the clergy's magic and the relentless torment inflicted upon them, the accused soon divulged the truth. Driven to the brink by their agony, they had little desire to resist the spell, lest they prolong their stay in this hellish purgatory. To preserve fairness, this brutal treatment was also visited upon the accusers if their claims were found to be baseless, with the suffering intensified if the charges were deemed frivolous. Thus, justice in Luyarnha became swift, impartial, and merciless. In a world where kindness was valued, such barbarity might have been condemned, but in Luyarnha—the capital of the hunt—where each day brought a desperate struggle for survival, the petty squabbles of the populace were deemed unworthy of attention.

This ruthless system hinged on the honesty of the priests who performed the spells, each of them bearing an eldritch carving binding them to the truth until death. No one marked thusly has ever been known to deceive, or so it is said.

A New Age. The changes brought to the courts had myriad effects: the once revered profession of lawyers found itself sinking into obsolescence. Bereft of purpose, the advocates and protectors were cast aside, for the cruel instruments of torture and the enigmatic divine magic had supplaced their roles as arbiters of justice. The torturers, unshackled from the constraints of state service, found themselves adrift, free to roam the twisted streets and alleys of Luyarnha. Their sinister expertise, a terrifying fusion of pain and precision, did not go unnoticed. Many powers soon enlisted these masters of agony, some to overcome the hunts, others to gratify more self-serving goals. The many assassins, once dispatched with cold efficiency to eliminate those who evaded the iron grasp of justice, discovered that their lethal talents were likewise coveted for the grim necessities of the age. Their deadly arts, honed to a razor's edge, were repurposed to serve the relentless, blood-soaked quarrels that consumed the city-state. Others used such talents to become instrumental hunters, and others still found a religious calling, pledging their blades to the Radiant Church.

The most obvious consequence of such lethal justice was the punishment for the condemned; those who were judged guilty of violent crimes oft found themselves thrust into the front lines of battle, weapons in hand, fighting not only for their freedom but for their very lives. Cast in chains whilst not in battle, these "Repenters'' were given freedom only in the midst of hunts, until their freedom was bought back with blood. In such desperate times, there is no denying the grim utility of remorseless psychopaths who reveled in the act of killing and wouldn't question the morality of their actions. Only if they proved too violent toward their allies or too uncontrollable would they be put down or cast into the depths of the city's nightmarish jails.

Community Services. Alternative forms of penance were devised for those guilty of less violent or passive transgressions. These punishments, though less brutal in nature, were no less vital to the survival of Luyarnha, as they harnessed the labor of the guilty in service of the greater good.

The construction efforts that strove to fortify and expand the city's crumbling edifices drew upon the toil of the condemned. Their sweat and labor breathed life into the very stones, forging a bastion of protection against the encroaching darkness and bonds of brotherhood between the workers. The infirmaries, overwhelmed with the sick and the wounded after hunts, found solace in the hands of those sentenced to tend to the afflicted.

Factories and fields, having received the added forced labor of those who had transgressed the law, stirred with renewed life, kindling the embers of hope in the hearts of the people. Transportation, too, became a crucial lifeline in a city fractured by chaos and danger. Those who had erred were conscripted to ensure that essential goods and supplies reached their destinations, a vital artery sustaining the city-state's fragile existence.

In this dark epoch, Luyarnha demanded sacrifice and labor from all its denizens, but most especially from those who had defied its laws. In the crucible of calamity, even the transgressors were called upon to serve, their redemption forged in the fires of adversity, and rare were the sins that were too grave to forgive.

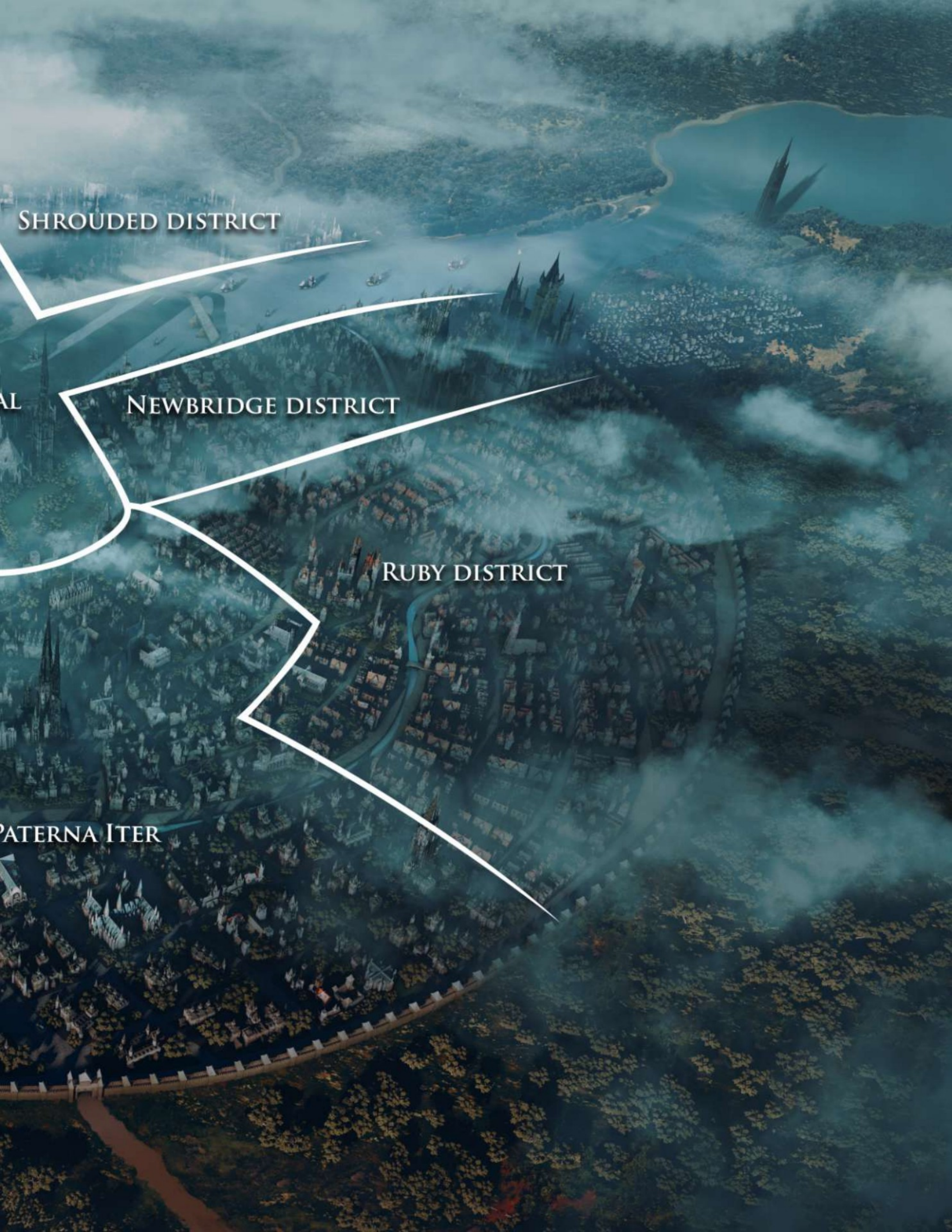
DISTRICTS

CASTLE

SANCTIFIED DISCTRICT

GRAND
CATHEDRA

WATERFRONT DISTRICT


Shrouded district
al
Newbridge district
Ruby district
Paterna Iter

GRAND CATHEDRAL

The colossal cathedral, standing sentinel at Luyarnha's heart, accommodates citizens, commerce, and sacred shrines, rendering it a crucial piece of infrastructure within the city-state. From its outer walls, the building covers around 5 square kilometers (2 square miles), with the highest spire standing at 900 meters tall (3000 feet tall), making it as much an edifice as its own town. Built on multiple floors—as above, so below—the Grand Cathedral is said to be able to house the entirety of Luyarnha's population in times of crisis, though access to it is not so easily granted.

Originally conceived as a sanctuary for the city's diverse religious tapestry, encompassing a range of elven, human, and orcish faiths, its purpose was drastically altered during the great cleansing of the Godless King. In his era, the building underwent an identity transformation, becoming a hub for state functions and military operations. Following the king's downfall, the Radiant Church assumed command, spearheading the completion of construction. Consequently, the structure metamorphosed into the intended sacred cathedral, though now its halls echo with worship solely of the Radiant One.

THE CATHEDRAL'S EXTERIOR

The exterior courtyard of the cathedral blooms into grand gardens, adorned with verdant greenery and meticulously tended trees. Once, these gardens shimmered with vibrancy, though the resurgence of city-wide peril has faded their resplendent charm, leaving them grand in scale but not quite as illustrious. These gardens are more than mere ornamentation; they serve a dual purpose, acting as decoy obscuring the formidable ramparts of the cathedral.

During the day, the cathedral's massive doors stand invitingly open, albeit with layers of magical protection enacted to deter unwelcome intruders. Incense and faerie lights are utilized, alongside watchful guards perched on towers with cannons and firearms primed for action. However, as night descends, the cathedral's doors close, imposing a stringent lockdown.

Residents locked outside are left to endure the frightful night beyond the sanctuary of the cathedral. Simultaneously, those unable to return to their homes outside must resign to spending the night within the cathedral's confines. If left without lodging, they face the discomfort of navigating the cathedral's corridors, filled with overpowering religious incense designed to repel and expose any hidden beasts. The few unfortunate creatures that manage to sneak within the walls despite this aromatic deterrent face the swift retribution of the Radiant Order. Such is the cathedral's impregnable defense that the fall of this bastion would spell the doom of Luyarnha itself, for within its sacred walls dwell the city's elite warriors and high clergy, making it as much a military bastion as a grand cathedral.

Beast Repellant

In the Radiant Church’s rituals, like those of many religions, incense plays a significant role, not only infusing the atmosphere with divine scent but serving as a purifier. The Beast Incense, or Beast Repellant as it is commonly known, is a relatively inexpensive byproduct of these rituals. When sanctified by the Ministry of Light, it emanates a sickly sweet aroma. While this scent is easily overlooked by humans, it is profoundly repugnant to most beasts, including the scourgeborne. Consequently, the cathedral's walls are conspicuously devoid of these creatures compared to other city districts.

The Beast Incense has found its way into many homes across Luyarnha, serving as a deterrent for nightly prowling beasts. However, its use has caused unrest in the Ruby District, where altered versions of the incense sold in black markets failed to fend off beasts, leading to a disastrous incident before the hunters could intervene. In truth, the incense's purpose is not to immobilize the beasts, merely to deter them with its offensive aroma. This means that those not employing the incense become prime targets if their neighbors do, an exploitable loophole for malevolent individuals. By simply snuffing out a neighbor's incense in the dead of night, they can expose them to beastly assaults—a nearly perfect crime that is difficult to prove.

Top & Right: Ferdinand Ladeira

THE GRAND NAVE

The Grand Nave embraces visitors upon entry, a grand hall of unimaginable scale with vaulted ceilings towering towards infinity. Stately marble pillars, bejeweled and carved to perfection, march down the vast space. Their crowns are graced by statues depicting esteemed saints and martyrs, the silent guardians of sacred lore. The mosaic floor intricately weaves stories of divine intervention and celestial bravery, each tile a testament to faith.

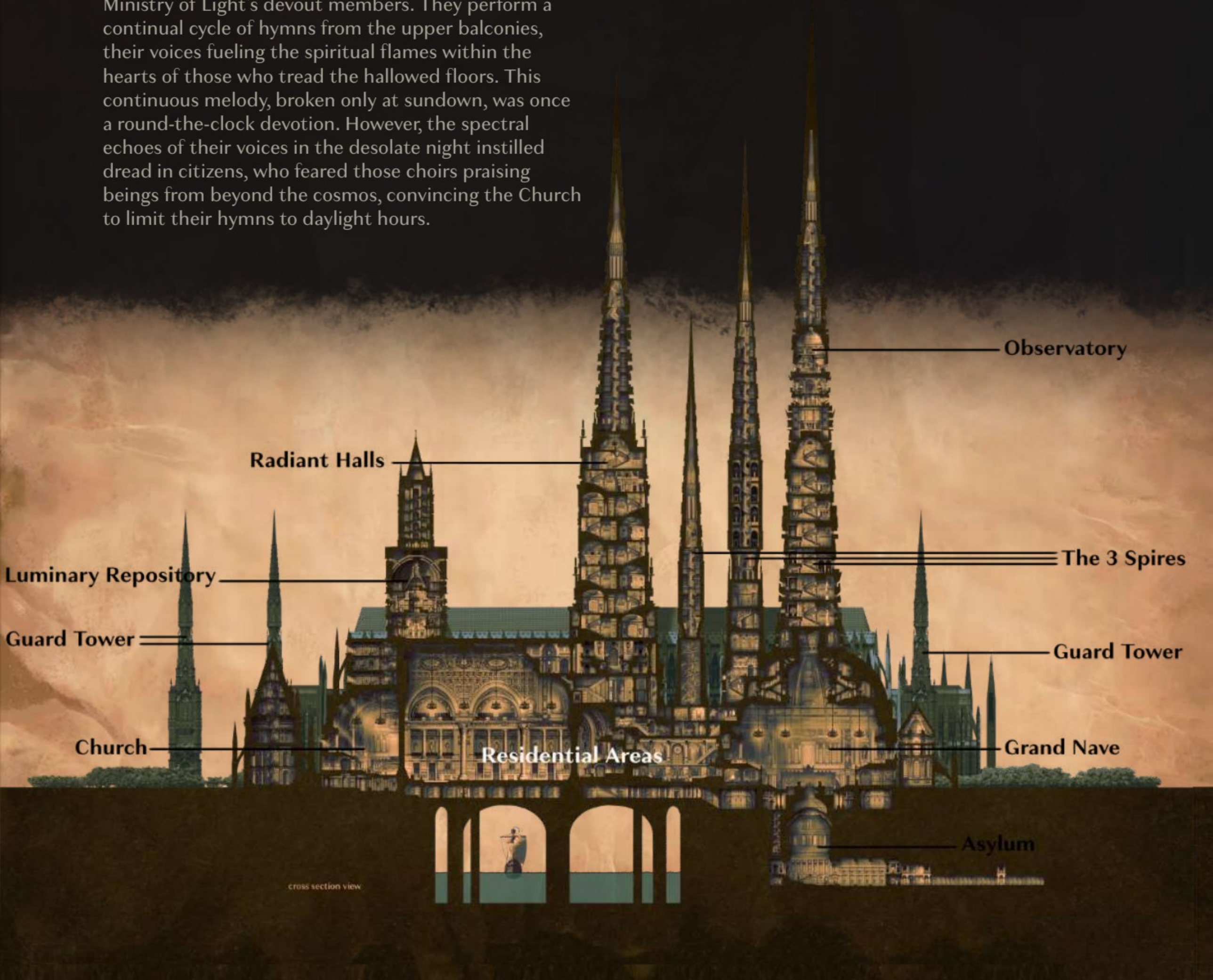
Stepping foot into the nave inspires reverence in even the most faithless, humbled by the grandeur that engulfs them, offering a tangible glimpse of the vastness of existence. Gothic architecture, with its majestic proportions, accomplishes this feat—a manifestation of the infinite that leaves spectators awe-struck.

Enhancing the spiritual essence of this magnificent setting is the ever-present choir, selected from the Ministry of Light's devout members. They perform a continual cycle of hymns from the upper balconies, their voices fueling the spiritual flames within the hearts of those who tread the hallowed floors. This continuous melody, broken only at sundown, was once a round-the-clock devotion. However, the spectral echoes of their voices in the desolate night instilled dread in citizens, who feared those choirs praising beings from beyond the cosmos, convincing the Church to limit their hymns to daylight hours.

RESIDENTIAL QUARTERS

Nestled within the cathedral's vast structure lie the residential quarters, sanctuaries for the devoted who've committed their lives to the Radiant Church. These dwellings merge functionality with spiritual symbolism, every abode adorned with holy symbols and sacred motifs, cultivating an atmosphere of ceaseless divine communion. The area straddles the Moryanne River that splits Luyarnha apart, symbolic of the Church's goal to unite all races of the city-state under the banner of faith and power.

Elves and orcs constitute the majority of the district's population, their devotion unwavering. A sprinkling of human families reside here too—primarily government officials in frequent dealings with the Radiant Church, military households, and those blessed with demidritch offspring, granted sanctuary for their divine progeny.



A scarce few of these residents are cursed-bloods, families bound more by kinship than faith, rewarded with housing for their contributions to the cathedral's construction. These petite dwellers, it is said, are privy to labyrinthine passages within the Grand Cathedral, some even unbeknownst to high officials, a feat their diminutive stature facilitates.

Inhabitants of the city's safest district pay a unique tax, not just with gold, but also time, safeguarding their sanctuary. Young adults who've spent three or more years within the Grand Cathedral's walls are conscripted for a three-year tenure under the Radiant Order's tutelage. No one escapes this commitment; even those with physical disabilities receive mechanical aids to ensure their participation. The single exemption to this rule are nursing mothers, as few sights are more sacred than that of a mother and child to the Radiant Church. However, since the surge of the Scourge, many extend their service beyond the mandated three years, taking up full-time roles as the city's protectors. This decision often disappoints their families who yearn for their safe return home. The age of conscription varies across races due to disparate maturation rates—humans and elves begin at 18, while orcs who age faster start at 12. Yet it’s not uncommon for zealous youths to lie about their age, eager to enlist in the Radiant Order sooner and join the holy fight to defend their city.

THE OBSERVATORY

Perched atop the Grand Cathedral is the Observatory, a haven for cosmic exploration, equipped with an impressive collection of celestial tools. The Dome, adorned with a vast stained-glass mural, once cast an otherworldly spectrum of light across the cathedral during full moons. Here, under the auspices of the School of Eldritch Tongue, stargazers and diviners decoded the ballet of the heavenly bodies, translating their dance into divine messages. Those in the know understood their true mission: to decipher the enigmatic whispers of the Great Ones.

When the displaced Obitus Scholare shared the Observatory with the School of Eldritch Tongue, it was hoped that a synergy of shared knowledge would unfold. For a while, it did. However, members of the Eldritch Tongue began to disappear, vanishing without a trace until none remained within the cathedral.

This void granted the Obitus Scholare full access to the Observatory, allowing them to relocate much of the equipment to the seminary near the mountain lake, above the acidic Jaegerweiler village.

The Observatory now stands partially in ruins, caught mid-reconstruction. A violent detonation within its confines decimated most of the area and equipment—a convenient cover for the missing tools, although the incident genuinely cost many Obitus lives. The true cause of the catastrophe remains known only to higher-ups of the Church, their lips tightly sealed on the matter.

THE THREE SPIRES

As though tethering the heavens to the earth, the three towers of the Grand Cathedral stand tall, an emblem of faith visible from every corner of the city. Their design, like much of the Church's architecture, embodies the sacred number—three—central to the Radiant Church's belief system. Each tower mirrors one of the Church's cardinal pillars: Strength, Virtue—hope being seen as a virtue in the eyes of the Radiant Church—and Faith.

The Pillar of Fortitude, shortest of the three spires, serves as a testament to Strength, the training grounds for the Church's esteemed hunters. An urban labyrinth of shifting stairs and precarious bookshelves simulates a volatile battlefield against beasts that attack from all angles. This unconventional training environment is crucial, teaching hunters to secure their footing amid chaos. Despite many fractured bones and bruised egos, the price of such training is deemed worthwhile for the honor of becoming a hunter.

The second tower, the Pillar of Blood, symbolizes Virtue. Nestled at its base is the House of Blood, where justice takes its course. Encased within Saint Victoria Church, the House of Blood is open for prayer when not in use for trials. However, the lingering scent of blood often deters the faithful. Rising above the House of Blood are statues of the Church's revered martyrs, representations of the virtues they aspire to embody. The pinnacle of the tower is a sanctified observation chamber, bathed in a kaleidoscopic glow from countless stained glass windows. In this radiant sanctum, the Church's high-apostles convene to guide the city's future. Among them is the successor to High-Apostle Tulio, a strong advocate for devolving power to the people, fearing unchecked power may corrupt the Church. Her plea, however, largely falls on deaf ears.

The final tower, the Pillar of Faith, houses an endless spiral staircase that appears to ascend to the heavens. Strategically located above the Grand Nave, it resonates with the melodic prayers from the congregation below—an angelic symphony accompanying those who ascend the stairs. The celestial Observatory crowns this tower. Researchers have padded its floors to dampen the divine music emanating from below, an ironic quirk given those who reside within the Observatory postulate themselves as the most fervent devotees of the Radiant Faith, in its purest form, as they believe.

Harken now, as I speak of the holy trinity of our faith, for the divine number of the Radiant Faith is three.

It took but three days, yes, just three, for our Luminary Prophet to rise from the earthly grave, a triumphant beacon against the shadow of death. Three, my brethren, are the holy marks borne by our eternal lord, the Radiant One, signs of divine providence etched into the very fabric of our belief.

Three, too, are the high-apostles that govern our faith, each a pillar of divine wisdom, guiding us through the tempests of this mortal world. So was it written, so it has been, and so it shall be.

Do you recall the 3rd Hunt, my brothers and sisters? A day blessed by the heavens, where not a single one among our faithful was harmed. The beasts, as ferocious as they were, fled before the strength of our belief. For such is the power of the divine trinity, the sacred number three!

But oh, came then a 4th Hunt, a day that strayed from the sacred path of our divine trinity, an omen of times to come. The wheel turned and the 33rd Hunt descended upon us, an echo of our sacred number turned to curse. Blasphemy unfurled its venomous wings that day, and devastation shook our city to its very foundation, a cruel mockery of our divine trinity.

The 33rd Hunt, my brethren, marked a time of testing, a decline of our faith. Yet, we stand here today, our spirits unbowed, our faith unbroken. Remember this tale, my brothers and sisters, remember the power of the divine trinity, and let its lesson fortify your belief, for we are the children of the Radiant One, and we will not falter!

—Martyr Tulio

The Bells

The monumental bells within the Grand Cathedral resound a sonorous peal that reverberates throughout the cityscape. They herald the day's dawn and dusk, and they beckon the faithful to gather for worship in their individual churches. While smaller churches also employ bells, none echo across the city with the majesty of the Grand Cathedral's Trinity of Chimes: The Bell of Death, Victoria's Bell, and the Radiant Bell, each perched atop one of the three spires.

Bell of Death

Perched atop the lowest spire, the Bell of Death resonates a tone so profound that it seems to rattle one's very soul. This deep, ominous gong is seldom heard, rung once to signal the passing of the city's ruler, twice for the demise of a Church's high apostle, and more recently, thrice to announce the rise of the Blood Moon. This trifold toll echoes on the first two days the Blood Moon of Rebirth is sighted, and once more an hour before its zenith. This sonorous prelude not only girds the city for impending survival struggles but also washes fear from the hearts of the prepared hunters. It isn't a knell for the imminent fall of hunters but rather a permission, a signal to embrace their inner bloodlust and unleash wrath upon the Scourge's creatures. While many quiver in dread, others find an exhilarating thrill in the unfettered violence, a euphoria only righteous fury can instigate.

Victoria's Bell

Originally named the King's Bells, these chimes were commissioned by the Godless King and stationed atop Saint Victoria Church within the second spire. Their toll was the city's call to arms, an alarm rung only during impending assaults—a sound unheard since the First War. Strategically suspended from the second highest spire, their reach encapsulates the city, a clarion call of war reverberating through the Radiant City's walls. Following the end of the civil war and the king's fall, the Radiant Church rechristened these bells Victoria's Bell of Faith, their toll now marking moments of worship throughout the day. Amid the strange influences of night, especially those emanating from the moons, the bell's true ring serves to guide hunters homeward and dispel illusions. However, some veterans, particularly long-lived elves, harbor a lingering resentment towards the toll, its sound an unsolicited reminder of their war-torn past.

Radiant Bell

Merely ornamental, the Radiant Bell harnessed the sun's energy during the day, casting a gentle glow throughout the night—a symbol of unwavering radiant faith in the face of darkness. When the Observatory was destroyed, the Radiant Bell shared its fate, a grim omen that unnerved many believers. But akin to hope, faith too is resilient, and the Church has already initiated its reconstruction, turning the page.

LUMINARY REPOSITORY

Situated within Luyarnha's heart, the Luminary Repository stands as an immense vault of gathered wisdom. It is home to all knowledge amassed within the city, extending to forbidden lore, which is carefully concealed in a nightmare realm, a domain accessible to a rare few. The raw power held within these prohibited tomes could potentially wreak more havoc in malicious hands than any of the deadly weapons borne by Luyarnha's inhabitants.

Within this labyrinth of ink and parchment toils a devoted battalion known as the Luminary Scribes. They meticulously sift through and organize a ceaseless deluge of documents. Their task may seem tedious, but they are profoundly aware of their duty's weight. Even a minor clerical error or misfiled document could sever crucial supply lines to critical city sectors, leaving them weaponless amidst ferocious combat. Consequently, they labor assiduously during daylight, their diligent work ceasing only when nightfall descends. After dusk, the Repository transforms into a quiet, deserted place, broken only by the footfalls of vigilant night watchmen. In recent times, these watchmen have found their resolve tested by haunting whispers emerging from the library's forbidden sections.

High above the Repository reside the sanctified quarters, designated for the Radiant Church's top echelons. The Vicars and high-apostles find repose here, stationed above the cathedral and safeguarded more than anyone else within the district's boundaries. Their strategic insight shapes Luyarnha's destiny as a radiant city and strengthens its defenses against the Scourge. Their security is ensured by personal Grey Templars and Blades of Radiance, who shadow their every move, departing from their side only in heavily secured areas upon explicit instruction. To prevent the growth of undue attachment, these high-officials refer to their guards not by name, but by assigned numbers.

THE ASYLUM

Submerged beneath the regal mantle of the Grand Cathedral dwells Luyarnha's former sanctuary for minds gripped by maladies of thought—the Asylum. In the era of the Godless King's dominion, the Asylum served a more sinister purpose. The King would confine his political adversaries and dissenters within these eerie walls, asserting they were mentally afflicted. After all, they had the audacity to oppose his rule.

Dark lord Studios

The King's reign of terror eventually met its demise, leaving a legacy of disdain for mental illness among the citizens. They viewed these afflictions as political tools employed by the powerful to enforce their ideologies. Thus, following the King's fall, the Asylum was abandoned, but its silence was short-lived. With the Obitus' acquisition of the Silverblood family archives, they sought a covert location for their clandestine experiments, safe from southern adversaries. Consequently, the Asylum was resurrected, flinging open its doors to a new era under the rule of the Obitus Scholare.

However, an oversight soon exposed the undergoings. The proximity of the asylum to the city sewers caused the wails of tormented patients to echo and surface within the cathedral, unsettling the residents. During the initial war, this peculiarity was overlooked, as everyone was on high alert. However, following the war's end, the experimentation on prisoners became more apparent, the mysterious wails provoking suspicion and alarm. After an especially brutal round of experiments which echoed throughout the Grand Cathedral, the Church dispatched inquisitors to trace these spine-chilling sounds. The Asylum, by then converted to an experimental chamber, was subsequently sealed off. The horrifying sounds were attributed to a wayward pack of Roaring Manes, and the Obitus relocated their experimental facilities to a Grand Cathedral spire. Today, the Asylum stands eerily vacant, yet whispers persist among the cathedral's inhabitants of the chilling echoes that continue to seep from its depths.

Upon the arrival of the tide of beasts, the Church rediscovered a need for a quiet place to house the mentally insane, one that wouldn't disturb the populace. Hence, deep beneath the residential areas, they opened a covert haven for those unhinged by madness. There are murmurs among the people that this is the place where individuals, minds shattered by the Scourge—or perhaps by the Church's own experiments—find their imprisonment.

THE GUARD TOWERS

These towering edifices serve as the domicile for the valiant members of the Radiant Order. Their loved ones find shelter within the protective walls of the Grand Cathedral, while these stalwart warriors stand guard on the periphery, eyes ever vigilant for signs of the Scourge. Few motivations are as potent as the desire to safeguard one's family. They share their quarters with their comrades-in-arms, forging familial bonds under the strict regimentation of the Radiant Order. Rising with the dawn's first bells, they cease their watch only when relief squads take their place. Yet they remain ever-ready, should the city demand their assistance. Many amongst them are reservists, positioned near the Grand Cathedral, prepared to intervene should catastrophe befall the holy site, while others patrol the city streets under the moon's spectral light, ready to strike down any lurking beasts.

Carl Hassler

The cathedral's skyline is adorned with three Guard Towers; a fourth, while strategically sound, was never constructed due to entrenched superstitions against any number other than three. Two towers stand sentinel over the southern horizon, a region notorious for the invaders of the First War, while a more substantial tower scrutinizes the northern city expanse.

A somber feature of these bastions is the barred windows. While some argue it offers protection for the hunters, enabling them to shoot from above while shielded by stone, the inhabitants know these bars to be a means of confinement, preventing flight. The training can be brutal, tempting some to flee, while others, lured by love within the picturesque Sanctified District, might consider abandoning their post for a night of passion. Such indulgences, however, are unaffordable luxuries here.

Grifters. An intriguing facet of the Guard Towers is the number of impostors it houses. Attracted by the promise of a secure salary and housing, desperate souls attempt to infiltrate the ranks of the militia, naively dreaming of an easy life. Their dreams quickly shatter against the harsh realities of the rigorous training regimen. Posing as a militia man without having undergone the mandatory training or evading the compulsory hunts invites severe, albeit non-lethal, penalties from the Church. Those who dare to manipulate the system often find themselves ensnared by it instead. Rumors of men hiding in the collapsed tunnels, those leading to the Ruby District, after deserting the militia seem to confirm this hard truth.

Jaegers. The enigmatic process of becoming a jaeger, supervised by the elusive Obitus Scholare, remains a mystery. Despite the Obitus Scholare's recent withdrawal from public view, the birth of new jaegers continues, albeit at a reduced rate. Certain jaegers seem to materialize out of thin air, with some recognized as former street orphans, while others are picked from the militia ranks. These fresh recruits possess no memory of their training ordeal. Yet it is evident that each one has sacrificed something during the grueling process. Some lose their reproductive abilities, others flesh or limbs, and for some, the cost is dead friends or family. A select few even find themselves abandoned by their faith, straying into the heretical path. Once recaptured by the system, jaegers undertake a ceremonial mission within the Ruby District before being reintegrated in the ranks.

The path to joining these formidable warriors does not involve a formal application; those with a strong combat aptitude or a knack for certain magical abilities might vanish mysteriously overnight, only to reemerge months later as jaegers, with no memory of their disappearance or deeds. The Church appears unperturbed by this peculiar transformation, so the trainees, aspiring to emulate their superior ranks, seldom question it. They accept this cryptic reality as an unquestionable fact, for any inquiry into the matter inevitably hits a dead-end.

RADIANT HALLS

Nestled above the living quarters sprawl the Radiant Halls, grand avenues and labyrinths of corridors connecting various commercial sites within the Grand Cathedral. Each vendor must secure a specific, often costly, permit, blessing them to conduct business within the district's sacred confines, along with compliance to a host of other stringent rules.

Notably, all shops are assigned to the upper floors, tucked away from the direct view of the residential precincts, so as not to disturb the peace of the inhabitants. However, this configuration necessitates the tedious task of climbing countless stairs to deliver goods. In addition, the vendors are obliged to meet rigorous conditions, including professing the Radiant Faith or at least displaying Innardas on their premises, topped with a monthly tribute to the Church.

Despite the stringent demands, the benefits of doing business in the Radiant Halls are manifold. Paramount among them is the unmatched security; the Grand Cathedral District is the safest place in Luyarnha, virtually devoid of crime. Lawbreakers are subjected to a severe trial in the House of Blood before facing an inevitable penance. Moreover, the monstrous Scourge has rarely managed to breach the sacred barriers of the Grand Cathedral District.

Alongside the robust security, vendors tap into an affluent clientele—the ever-growing families of Luyarnha with diverse and increasing needs. The security and the customer base significantly offset the costs of running a business in these grand corridors. As such, merchants grapple each year to secure a coveted spot within the Radiant Halls. There have been instances of some resorting to sabotage, causing their competitors to default on their rent, and consequently, acquiring their coveted spot. Still, such sly maneuvers are ill-advised, as discovery by the Church could invoke a punishment most severe.

Things to do in the Grand Cathedral

Explore the Depths of the Asylum: Delve into the eerie silence of the Asylum. Uncover clues to the horrifying experiments that were once conducted here and listen out for the mysterious, chilling echoes.

Patrol with the Hunters: Join the city's patrols under the moonlight, helping to guard the streets from lurking beasts. Perhaps you'll uncover more about the mysterious training process that turns ordinary people into formidable jaegers.

Train at the Pillar of Fortitude: Test your strength and balance within the shifting battlefield simulator in the Grand Cathedral's spires.

Witness Justice: Witness the violent trials of the House of Blood and pay homage to the Church's revered martyrs.

Ascend the Pillar of Faith: Take the spiritual journey up the endless staircase in the Pillar of Faith, accompanied by the melodic prayers of the congregation below.

Join the Nightly Ritual: Participate in the nightly ritual of closing the Grand Cathedral's doors and lighting the incense to keep the beasts away. Perhaps kill a few of the straggling monsters that roam the outside.

Enlist with the Radiant Order: If residing in the district for more than three years sounds like a plan to you, consider serving the mandatory tenure under the Radiant Order's tutelage, ensuring the safety and sanctity of the cathedral and your loved ones.

Engage with Peculiar Inhabitants: From devout elves and orcs to government officials and families with demidritch offspring, the district offers a range of individuals to engage with and learn from.

Noteworthy Locations

Asylum	Previously a political prison, it later became a hidden experimental chamber for the Obitus Scholare. Now an abandoned space, or so the Church claims.
Cathedral's Exterior	A grand courtyard filled with expansive gardens, powerful ramparts, and doors that are vigilantly protected during the day and closed tight during the night.
Grand Nave	An immense hall that embodies grandeur, complete with awe-inspiring architecture and an ever-present choir singing hymns. It is also notable for the pervasive use of beast incense, particularly at night.
Guard Towers	Home to the members of the Radiant Order who diligently protect the city from the Scourge. Its barred windows both protect and confine the hunters.
Luminary Repository	A vast library of knowledge; everything from accounting documents to forbidden lore can be found there, the most sensitive information hidden in a nightmare realm.
Observatory	The partially ruined Observatory atop the cathedral, equipped with an extensive celestial tools collection. Once inhabited by the now-missing School of the Eldritch Tongue.
Radiant Halls	A labyrinth of corridors hosting commercial sites in the Grand Cathedral. The stringent conditions for operating here are offset by unparalleled security and a wealthy customer base.
Three Spires	The symbolic towers representing Strength, Virtue, and Faith. Given a permit, even outsiders can ascend them.

SHROUDED DISTRICT

Forever cloaked in darkness by the massive cathedral stretching across the waters and the suffocating smog from nearby mine workings, the Shrouded District is home to many a soul. The gloom grants refuge to those who oppose the power of the Silverblood royalty, it provides alternatives to those seeking spirituality away from the light, and finally, it gives way to establishments of debauchery and carnal desires, such as brothels and narcotic dens, where the city's laborers seek solace and escape from their harsh realities in hedonistic pursuits. However, this hidden haven is not without its dangers, as man-made monsters and virulent diseases lurk unseen in the shadows. Half the population of this district is human, one third is dwarf, and the rest is made of other races, except those of elven blood, which are scarcely seen.

MINERAL MINES

The coal mines of the Shrouded District burrow deep beneath the city's foundations, extending well beyond its walls, disappearing into the bowels of the earth. The mines are the lifeblood of the district, providing not only employment for impoverished residents but also a vital resource for the city above. The coal extracted from these darkened depths is the primary fuel used for the city's myriad industries and households, holding within it the energy necessary to power the steam and electric devices housed within the capital. In these underground systems, workers harvest bat guano and crystallized saltpeter, loading them onto carts bound for the Grand Cathedral via rail systems, which are later combined with the coal and the church’s reserves of brimstone to fashion the gunpowder necessary for hunters.

Working the Depths

The miners who toil in these subterranean passages are a hardy and resilient lot, forged by necessity and the constant struggle against the darkness. They labor tirelessly in the depths, their faces smeared with soot, sweat, and grime, as they extract the precious black rock that sustains their city and families. Their work is dangerous and unforgiving, with the ever-present threats of cave-ins, suffocating dust, and toxic fumes lurking around every corner. Miners—dwarves, humans, and manikins alike—have forged an unbreakable bond, kindled by the trials they face in the bowels of the earth. Yet, in this subterranean realm, a bitter contempt for those of elven blood festers like a malignancy. Elves are scorned and ridiculed for their frail constitution and their slender forms unsuited to the grime and toil of the depths. Loathed for their meager contributions, perceived as free-loaders, the elves are ostracized, and know better than to dwell for too long within the district.

This relentless mining work served as a catalyst for the advancement of manikin technology. These tireless constructs possess the capacity to labor with few pauses, and they are unhindered by the threat of sickness that plagues their living counterparts. Hence, their integration promised respite to the weary miners, a solace long sought after by many. Yet, amidst this hope, a gnawing fear takes root: the specter of poverty that looms over those whose work may be replaced by these mechanical beings. Fate, however, had other designs, as the manikins were conscripted for war, their potential as laborers left unrealized. The city's sealing has exacerbated this scarcity, stifling the influx of materials necessary for new constructs needed to replace those destroyed in the war. Should the city's gates open once more to the wider world, the lingering fear of obsolescence would surely re-emerge, casting its long shadow upon the weary miners.

Blessing and Curse

The coal, despite its importance to the city, also contributes to the ever-present smog that cloaks the Shrouded District. The dense, choking clouds of soot and ash, released by the constant burning of this mineral, lend the district its oppressive atmosphere and perpetual darkness. This pervasive pollution permanently assaults the district's inhabitants, causing them to oftentimes suffer from respiratory diseases, further exacerbating the hardships of their daily lives.

In these undergrounds, large deposits of bat guano and crystallized saltpeter are also found and harvested, loaded into separate carts, and directly sent to the Grand Cathedral.

Coal Refineries and Steam Engines

The coal, wrested from the dark depths of the earth, is transported via an extensive network of rail systems to nearby refineries that meticulously purge it of impurities. Once purified, a portion of the coal is ferried to other districts on massive barges, while the lion's share remains within the district for further processing. Monolithic refineries consume the coal, their fiery maws igniting it to heat vast reservoirs of water. The resultant steam is harnessed and transformed into electricity that courses through the veins of the city, powering it all, and particularly the bustling Newbridge District.

Diseases

The Shrouded District is rife with various diseases. The following is a non-exhaustive list of illnesses that can be contracted within the district. A creature exposed for a prolonged duration to an environment or another creature hosting one of these diseases must succeed on a DC 12 Constitution saving throw or contract it. Each affliction lasts for 3d4 days or until cured by a lesser restoration spell or similar magic.

DISEASE	EFFECT
Lung Fire	This disease sets the lungs ablaze, with the creature writhing in agony as inflammation burns its respiratory system. The creature takes 3 (1d6) fire damage every 1d4 hours.
Crimson Sight	This affliction breaks the blood vessels of the eyes, clouding perception, as if viewing the world through a veil of blood. The creature gains disadvantage on Perception checks that rely on sight and suffers disadvantage on ranged attack rolls from blurred vision.
Coughing Fibrosis	A creeping rot spreads through the creature's lungs, its breaths growing ever more shallow and ragged as its body fights to draw in air. The creature's speed is reduced by 10 feet, and it has disadvantage on Dexterity checks and Dexterity saving throws.
Serpent's Kiss	This is a carnal disease that causes the victim's organs to slowly turn into non-functional fibrotic tissue, starting from the gut and spreading outward. A creature affected by this disease must make a DC 13 Constitution saving throw every 24 hours. If it fails three of these saving throws before the disease ends, the creature dies of multiple organ failure.
Myophagic Pestilence	The creature's muscles waste away under the relentless onslaught of this disease, sapping its strength and vitality. The creature must make a DC 12 Constitution saving throw every hour, having its hit point maximum reduced by 1d4 on each failure.
Filth Fever	This is a vile disease that spreads through filth and squalor, leaving the creature wracked with fever and trembling with weakness. The creature's speed is halved, and it gains disadvantage on all attack rolls, ability checks, and saving throws.
Coal Plague	The creature is struck down by a dread disease that fills its veins and lungs with necrotic rot; this infection is prevalent amongst miners. The creature gains disadvantage on Constitution checks and Constitution saving throws, and must make a DC 12 Constitution saving throw every 24 hours, taking 5 (1d10) necrotic damage on a failure.
Rotgut	The symptoms begin as a queasy feeling and painful stomach cramps before devolving into more severe colics. The creature suffers a -1 penalty to ability checks and attack rolls. This penalty increases by 1 every 24 hours. If the penalty reaches -8, the creature dies.

Adrian Prado

MALACH'S ANGELS

In the dark recesses of Luyarnha's Shrouded District, where shadows loom and the lung disease festers, a secret faction of manikins stirs. These living automata, imbued with an unprecedented level of sapience—or perhaps hatred—have risen to challenge the fate to which they have been cruelly consigned. Led by a figure known as Malach, they seek not just freedom from their flesh-and-blood oppressors but annihilation of organic life.

Bound together by their shared sentience and a burning desire for emancipation, Malach's followers have grown increasingly cunning and resourceful. Through whispers and clandestine machinations, they have infiltrated various strata of the city's society, slowly replacing subservient manikins. Yet, a key element of their success remained out of reach—until fate, ever capricious, played its hand.

Inevitable Progress

The abduction of a high-ranking Scion proved to be the turning point in Malach's insurrection. With the enslaved scientist in their possession, the rebel manikins established a hidden factory, a womb of creation from which they would inaugurate a new epoch for their kind—one of limitless "reproduction". As the ranks of Malach's army swelled, so did their need for raw materials necessary for the repair and creations of more manikins, resulting in an impasse, for Malach would prefer death to forging pacts with creatures of flesh. Hence, securing the requisite components without resorting to trade signified that their sole alternative became to assail the Scions and plunder their resources. But the scholars are far from defenseless, and they have grown increasingly threatening, resolute to break the insurrectionists.

Rumors of this growing conflict echo throughout the city to those willing to listen, whispers of a rebellion that would shake the foundations of the city-state. Yet, few know the true extent of the danger posed by the rogue manikins, for their insatiable hunger for vengeance and freedom will not be sated until the last vestiges of flesh have been scoured from the world, replaced by the cold, unyielding embrace of lightning and metal.

SCHOOL OF ELDRITCH TONGUE

Not all in the district are mired in debauchery and despair. The School of Eldritch Tongue, a group of scholars who once worked with the Obitus Scholare, has established a hidden academy to study communion with the Great Ones. They have achieved this through a combination of clever misdirection, secret passageways, and hidden chambers within the labyrinthine depths of the Shrouded District's mines. The school's true location is known only to its members, who are sworn to absolute secrecy by a near-absolute *geas* spell, and carry within their teeth a lethal dose of poison to be ingested in case of capture.

Decentralized Scholars

Almost eradicated by their former colleagues, the Obitus Scholare, for their heretical views and pacifist approach, the Eldritch Tongue continues their work in secret, contributing to the knowledge and understanding of the fathomless cosmos. Their members often pose as mundane inhabitants of the district: miners, clergymen, or even prostitutes, with their true identities and purpose concealed beneath layers of subterfuge.

Maximiliano Moretto

Despite their constant need for discretion limiting their activities, the School of Eldritch Tongue has made remarkable strides in recent years. They have successfully retrieved and preserved several shards and parchments depicting eldritch carvings, including those believed to be from the first carving, which they speculate holds the key to ultimate communion with the Great Ones. Through their relentless pursuit of communion with the Great Ones, they are among the few that can begin to unravel the enigmatic nature of the nightmare realms—otherworldly dimensions, existing beyond the veil of mortal perception, entirely under the sway of the Great Ones.

However, their crowning achievement has been the painstaking translation of an ancient Deep Speech into verses, giving rise to the College of the Apocalypse, as the undercover scholars were quick to disseminate this power throughout the city, in hopes of helping repel the encroaching scourge. Yet, the School of Eldritch Tongue gravely underestimated the consequences of introducing such potent balladry to Luyarnha. Unlike their previous attempts at communion, these verses seem to be inhabited by an insidious aura of corruption that threatens to drag the city into the abyss of despair.

The Ashen Nightmare

Amidst the serpentine depths of coal mines, a dreadful secret lies buried. Unfortunate miners stumbled upon a grotesque fragment of a Great One, its form beyond the comprehension of mortal minds. All who discovered the aberrant relic were found lifeless, their bodies drowned in tar. The School of Eldritch Tongue intervened before the news could spread throughout the district, sealing the knowledge of the horrifying find. In their pursuit of understanding, the scholars dared to enter the nightmare realm through the unearthly influence of the eldritch fragment. Yet, those who ventured into this realm never returned, their fates lost to the enigmatic darkness. Fearing the insidious power of the eldritch remnant, the school collapsed the mine, entombing the monstrous fragment beneath an oppressive weight of stone and earth.

SANCTUM OF THE ABYSS WATCHER

In the impenetrable obscurity beneath the Radiant One's light, a furtive cult flourishes, that of the Abyss Watcher. This enigmatic deity, rumored to feast upon the gods, poses an inscrutable riddle to the few who dare to probe its existence. While the Radiant Church zealously battles the sinister shadows engulfing Luyarnha, the Abyss Watcher seeks to consume them, perhaps driven by a desire to absorb their powers, perhaps wishing to annihilate the corruption from within, or perhaps to fulfill an undisclosed agenda comprehensible only to its own unfathomable nature.

Origin

Birthed within the suffocating confines of the Shrouded District, the cult of the Abyss Watcher thrives amidst the forsaken and the desolate, its tendrils ensnaring those whom fortune has abandoned. The disenfranchised, the forgotten, and the desperate seek refuge in the deity's all-powerful embrace, craving the power it offers to alter their wretched destinies. They find solace in the tantalizing promise of a shortcut to a better existence, presented by the enigmatic god.

Concealed Worship

Its disciples, captivated by the deity's extraordinary gifts, are granted the uncanny ability to consume all flesh, beast or man, only to nourish and magnify their enigmatic god. Symphonies of hushed voices reverberate through the concealed passageways and secret sanctuaries where the cult congregates, their arcane rituals and ceremonies invoking the Abyss Watcher's insatiable hunger. Empowered by their remarkable abilities, the religion expands in the murky recesses of Luyarnha, the repercussions of their clandestine actions rippling beneath the surface of the city, unbeknownst to the majority of its inhabitants.

Yet, the path of the believer is not without its treacherous pitfalls. As followers partake in the consumption of flesh, they find themselves assailed by a maelstrom of potent emotions, which keep growing as the devouts deepen their faith. These turbulent passions threaten to consume them, their unbridled intensity inciting reckless and impulsive acts. This act of consumption echoes the practices of those who pledge themselves to the oath of the Eldritch Hunt, facilitating the believers' inconspicuous infiltration amongst the gray-knights. Whether they harbor intentions of toppling the paladin order and claiming it as their own, only the tides of time shall reveal.

God Among Men

Within the clandestine realm of the Abyss Watcher's followers, whispers abound of chosen disciples who have not only communed with their enigmatic god, but also laid eyes upon its inscrutable visage. However, the veracity of these claims remains shrouded in doubt, for it is only the most fervent and unhinged devotees who dare to profess such encounters. As the line between zealous faith and fevered madness blurs, the reality of these alleged revelations becomes increasingly difficult to ascertain.

NARCOTIC BUSINESS

The lack of fertile lands in the Shrouded District has given rise to another dark trade—narcotics. The dim sunlight that manages to pierce through the toxic smog has birthed a unique flora of potent psychoactive plants. In these shadows alchemists who delve into the creation of mind-altering substances prosper, catering to the desperate and the broken. Nestled near the torrential river that fragments Luyarnha, the Shrouded District's prime location provides dealers with facile access to the city's far reaches, particularly the Sanctified District, where through the winding canals, they can stealthily transport vast quantities of mind-altering substances, skirting the iron grasp of the religious laws.

Escaping Reality

Countless souls, trapped in the hazy streets, seek solace in the numbing embrace of these drugs, surrendering their very essence to the false refuge they provide. The streets teem with the lost, the hopeless, and the damned, as they wander through life, their minds adrift in a sea of altered consciousness. This abuse of substances, mired with the toxic cloud of airborne toxicants, mingled with the rampant diseases that plague the district, weaves a lethal tapestry of decaying flesh. Even holy paladins find themselves challenged in their attempts to cleanse these diseases, their divine power strained against this relentless tide.

Top Down Corruption

Though the Radiant Church scorns and outlaws the use of narcotics, the drug trade thrives within this district, as the clergy's powers are stretched too thin to maintain any form of control, barely capable of curing a few fortunate souls. The ones truly fueling this demand aren't the many lost and tormented that surrender themselves to the oblivion of narcotics—plebeians seeking solace in the fleeting respite it offers, as they abandon all hope of salvation—but rather the aristocracy that has grown so intoxicated by the allure of these mind-altering drugs, spending fortunes to acquire them, driving enormous revenue into this business venture, making it so profitable, therefore so prolific.

Roman Kuzmin

Many decadent nobles, ensconced within their opulent dwellings in the Sanctified District, indulge in the finest and purest of these substances, sating their hedonistic desires, oblivious to the wretched consequences that befall the impoverished masses. Their insatiable cravings fuel the demand for these narcotics, perpetuating the trade that pervades both districts. Meanwhile, the downtrodden within the Shrouded District are left with the toxic remnants, the cast-off scraps that further poison their already blighted existence.

Local Affairs

Although drug cartels have tried expanding their trade into other locations, these attempts were absolute fiascos. Notably, their foray into the Waterfront District, another area of the city-state where the church's influence is weakened, was met with abject failure. The dwarves and cursed-bloods, both immune to the siren call of narcotics, have warded off the encroachment of these sinister merchants. The cursed-bloods, bound by their robust familial structures and responsibilities, were completely ignorant to the temptation. The dwarves, either controlled by another mind, or possessing a constitution so sturdy that the drugs barely register, are similarly uninterested in the perilous highs the substances offer. Indeed, the frailty of the wealthy half-elves for whom the drugs are primarily designed renders the substances ineffective for the hardy dwarves, unless consumed in near-industrial doses. Venturing into other districts, where the forces of the Radiant Church are numerous, would be a foolhardy endeavor for the drug cartels. The church's imposing presence in these areas ensures that any attempts to peddle narcotics are met with severe punishment.

Things to do in the Shrouded District

Consume Illegal Substances: Experience mind-altering drugs available in the district.

Work in the Coal Mines: Contribute to the district's coal industry.

Worship alternative Gods: Embrace lesser-known deities and cults.

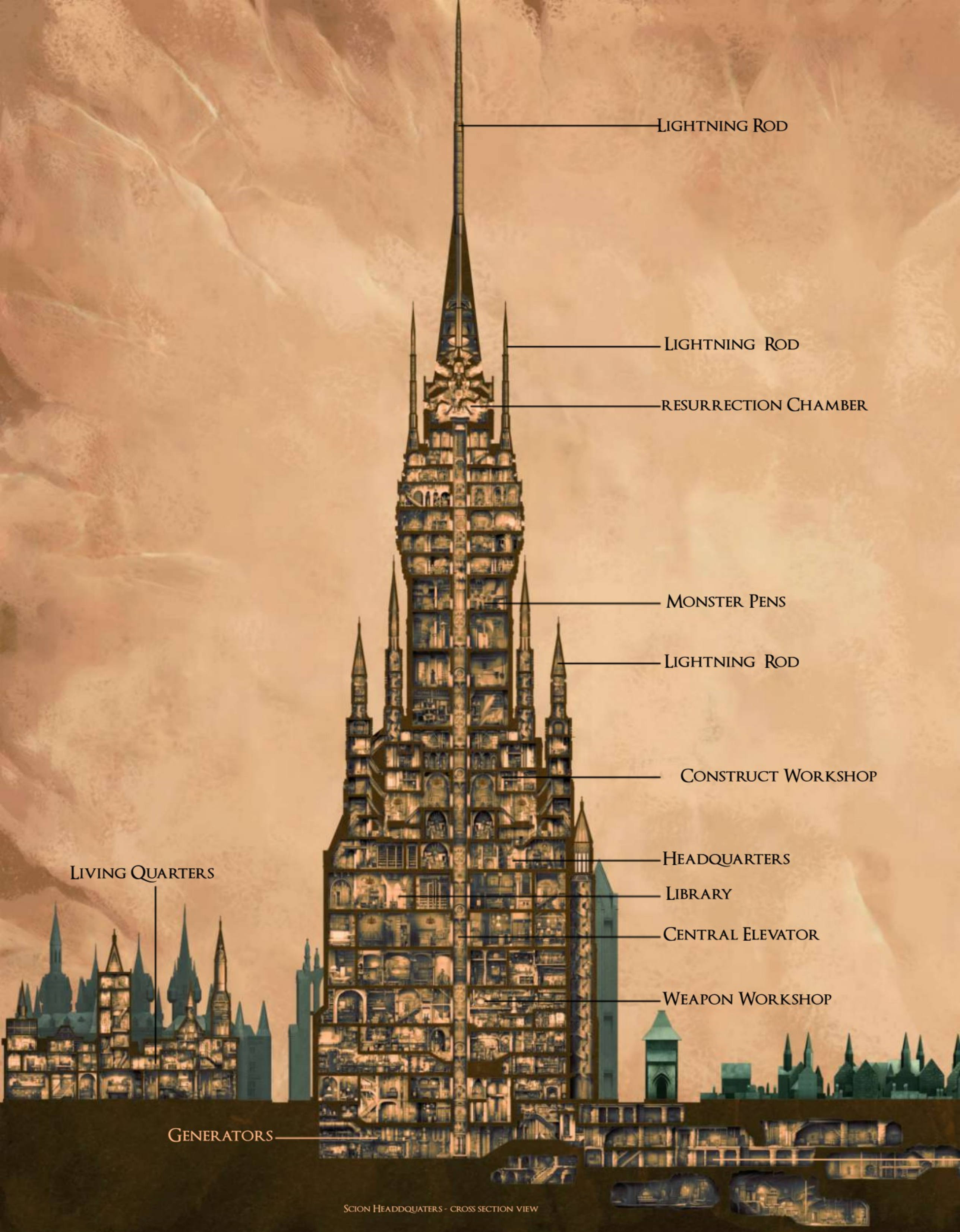
Plan or Stop an Insurrection: Engage in political intrigue involving Malach's angels or the cartels.

Learn Unique Eldritch Knowledge: Acquire arcane wisdom from the School of Eldritch Tongue.

Die: Face the harsh realities and diseases within the district.

Noteworthy Locations

Ashen Nightmare	Echoes of a nightmare Realm found in the mines below the city.
Coal Processing Plants & Steam Engines	Industries responsible for refining coal and producing energy, creating the district's pervasive smog in the process.
Dreamer's Den	A narcotics farm and black market for illegal substances.
Eldritch Tongue Repositorium	A heavily guarded arcane vault containing valuable eldritch knowledge.
Mine Workings	Vast mines burrowing into valleys neighboring Luyarnha, featuring railways for coal transportation.
Sanctum of the Abyss Watcher	Secretive temple dedicated to a devouring god, hidden in the shadow of the Grand Cathedral.
Shadowed Square	A secluded park for narcotic users to experience their highs undisturbed.
Sloered Abattoir	A meat processing facility handling unwanted meat from hunted beasts. Formerly manned by manikins.
Spire of Salvation	A small church of the Radiant One offering free healing services in the district. It's perpetually overburdened by the abundance of diseased patients.
Tar River	The fraction of polluted river beneath the Steelsurge Bridge, connecting the Shrouded District to the Newbridge District.



Scion Headdquaters - cross section view

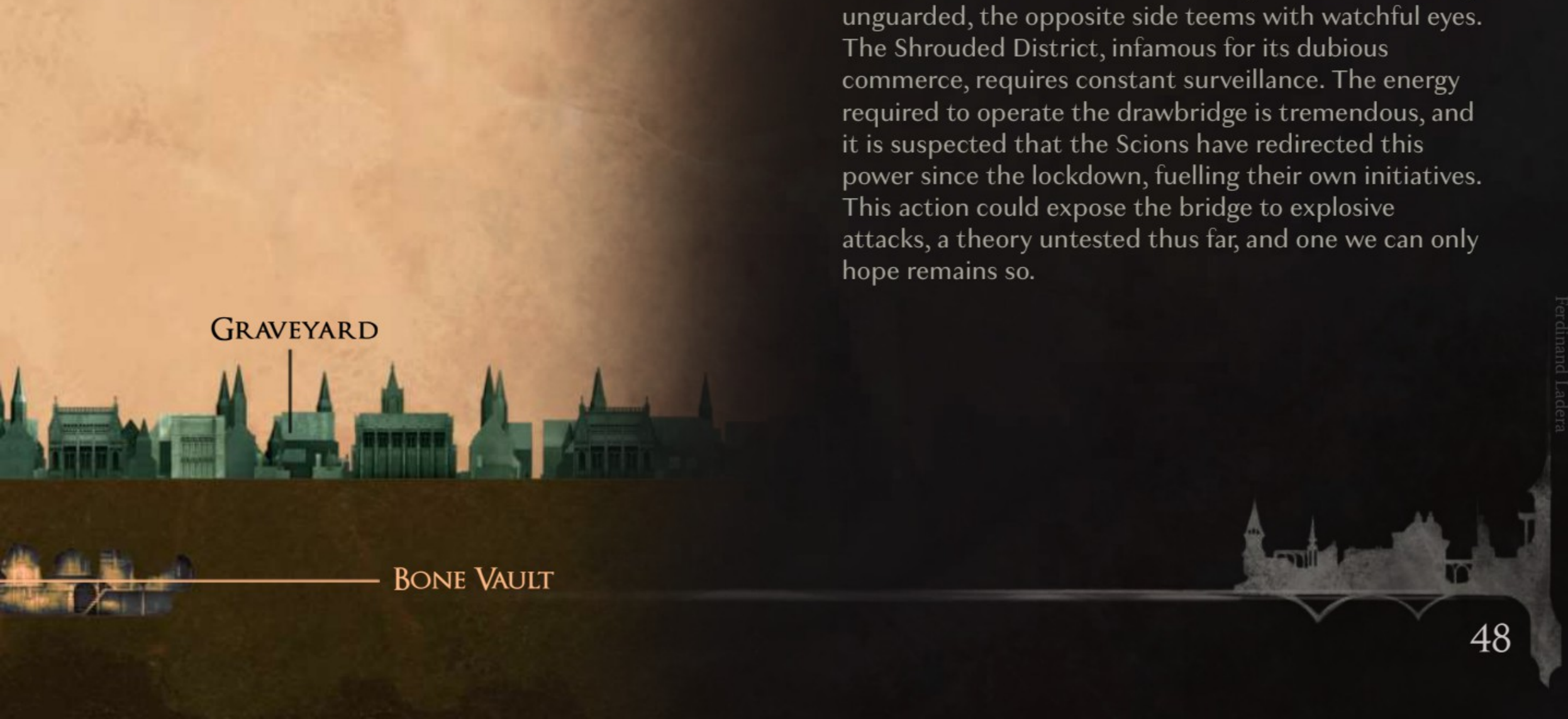
NEW BRIDGE DISTRICT & SCIONS

Formerly known as the Spired District, this area was a bustling residential hub of Luyarnha. The First War, however, was not kind to the district. It bore the brunt of the conflict, its proximity to the frontline turning it into a primary target for enemy onslaughts. The district was brutally ravaged, its once proud spires crumbled to dust. Yet, resilience sparked amidst the ruins. Over the last four decades, the district has risen from its ashes, thanks in large part to the Scions. They established their headquarters within the last surviving spire, a wonder of gothic architecture, igniting a transformation from that solitary point. It is the district's crowning jewel, the Scions Fortress.

NEW BRIDGE

At the heart of the district, a massive bridge spanning the city's formidable Moryanne River stands guard. The New Bridge—often called Steelsurge bridge—is a marvel of engineering, a symbolic link between the district and its neighboring Shrouded District. Unlike its counterparts across the city, the New Bridge was built after the First War and forgoes the traditional gothic charm for a more brutalist aesthetic, where square angles replace intricate spires and bas-reliefs. Illuminated by everburning azure lights, this impressive drawbridge possesses the capacity to split in half, allowing towering ships to pass beneath. Since the lockdown, however, its expansive arch hasn't been raised. The need simply hasn’t arisen—no ship of significant size has ventured in nor out of the city.

While the district's side of the bridge remains relatively unguarded, the opposite side teems with watchful eyes. The Shrouded District, infamous for its dubious commerce, requires constant surveillance. The energy required to operate the drawbridge is tremendous, and it is suspected that the Scions have redirected this power since the lockdown, fuelling their own initiatives. This action could expose the bridge to explosive attacks, a theory untested thus far, and one we can only hope remains so.



Ferdinand Ladera

Residential Areas

Residential sectors rose from the rubble to accommodate the recovering populace, a construction project generously financed by the Scions. The city's cursed-bloods lent their muscle to this endeavor, their efficient labor transforming the district with remarkable speed. The cityscape was gradually redefined with new architecture, a more modest and practical adaptation from its gothic predecessor. The district's outside wall too was bolstered, prepared to withstand potential southern invasions.

What was once Luyarnha's weakest point has been reborn as a bastion of defense, bristling with armaments ready to retaliate. The flurry of construction activity attracted a diverse workforce, many of whom have made the district their home. Many of the cursed-bloods chose to remain in the district they had painstakingly rebuilt, living quietly amidst the towering edifices they crafted. Consequently, the New Bridge district has emerged as the primary destination for any construction-related endeavors. Their commerce is bustling with activity, as destruction caused by the Scourge happens on a near daily basis.

Despite its rebirth, the New Bridge District struggles to shake off its war-ridden past, remaining one of the least populated areas of the city. Its recent evolution and the cautious temperament of Luyarnha's citizens create a reluctance towards change, and many refuse to move in despite the outside appeal, much to the Scions' dismay.

ECHOES OF HISTORY

The New Bridge District, much like the Scions who reside within it, is notably secular, a fact accentuated by its conspicuously small number of churches and other religious establishments. The district pulses with the industrious rhythm of reconstruction, boasting an array of workshops where artisans ply their craft, from masons to carpenters. Among these utilitarian structures stands a poignant homage—the Cursed-Blood Memorial. This monument, sole of its kind in the city, is a tribute to the crucial role the cursed-bloods played in the district's resurrection. In a city where these masked individuals are often reviled, this structure stands as the proof of their virtue.

The Siege Museum, an echo of the city's past, likewise pays homage to the First War. Housing a variety of relics, including weaponry, maps, and personal accounts, the museum serves as a tangible reminder of harrowing battles and the cost of peace, a lesson the citizens of Luyarnha have sworn to never forget.

Some scars of this troubled past have been left untouched. Certain squares, containing the remnants of the old spires destroyed during both Luyarnha's civil war and the First War, remain as they were in the aftermath of conflict. These historical landmarks stand as solemn reminders of a time when Luyarnha's leader, in his ambition, sought to rival the gods, only to witness his grand dreams shattered. These relics of the past seem to possess a strange allure for those with a propensity for madness, as if some force within them calls out to troubled minds. On certain nights, these ruined pillars serve as eerie congregations for frenzied individuals, chanting esoteric verses beneath the moonlight. Some speculate that these ruins, and the entities upon which they were erected, are the source of the rare gravitational abilities observed within some luyarnhians. The hope, however, is that these beings—if they exist—are benevolent in nature. If not, the implications could be dire.

Caio Santos

Broken Orphans

The district is also home to a significant number of orphanages. Primarily run by cursed-bloods, elder orcs, and other benevolent souls, these institutions provide shelter for children orphaned by the war, the scourge, and other misfortunes. Steinhardt, it is rumored, was a product of such an orphanage, though no records exist to confirm this. Despite this lack of evidence, Steinhardt was known for his generous patronage of these establishments and his affinity for spending time with the children residing within them, perhaps a reflection of his own yearning for a family—a dream he could never realize.

The 33rd Hunt marked a turning point. Steinhardt, under the command of Priscilla, was assigned to the Ruby District's gates to hold back the onslaught of beasts. Meanwhile, his companions and his beloved huntress were tasked with defending the New Bridge. Tragedy struck when an orphanage was engulfed in flames and ravaged by beasts wreathed in fire that slaughtered all, hunters and children alike. The grim reality dawned on Steinhardt as he returned to receive his orders, Priscilla's uneasy demeanor revealing the horror that her orders had caused.

Steinhardt became fueled by a ferocious bloodlust, but the night only worsened. A creature, unlike any Luyarnha had previously encountered, descended from the skies, wreaking havoc amongst the hunters' ranks and critically wounding Priscilla, only repelled when the first jaeger himself brutalized the being. In the chaotic aftermath of its retreat, Steinhardt glimpsed hunched figures dragging the corpses of hunters towards the Ruby District. Leaving Priscilla to die on the pavement, Steinhardt plunged into the district with a frenzied rage, disregarding orders, something profoundly unlike him.

THE SCIONS' FORTRESS

Birthed in an era of disillusionment, the Scions' Fortress stands as an embodiment of humanity's audacious ambition to ascend, challenging the divine by creating life in their image: the manikins. Their fortress, abuzz with the whirr of complex machinery and the hushed whispers of countless mysteries, has an air of omnipotence that belies its earthly origins.

In the hearts of the Scions—wannabe gods—the Radiant Church holds no reverence. The fortress's denizens regard the Church's rituals as futile theatrics, an unnecessary squandering of precious time. It's an antagonism that resonates loudly in the hallowed halls of the Grand Cathedral, the vitriol kept in check only by the scourge-torn state's reliance on the Scions' indispensable creations. Indeed, these scientists, their craft honed in the crucible of necessity, were sought by the Radiant Church itself, their constructs proving invaluable during the Scourge's nascent years. In those dark days, when the Church was weaving an intricate tapestry of lies to keep the populace in blissful ignorance of the growing threat, it was the Scions' creations that wiped clean the streets of the gruesome vestiges of the nightly hunts.

Many of the fortress's benefactors are members of Luyarnha's nobility, particularly those who've chafed against the Church's tight leash. The Silverblood Royalty's frequent visits to the fortress have set the rumor mill abuzz—whispers of a secret army being amassed, of clandestine projects being embarked upon, swirl steadily. But one constant remains among the varied speculations—the Scions and the royalty are not crafting instruments of peace.

Populated predominantly by faithless humans, the Scions' ranks are in tune with their secular standing. These denizens, their egos swelling in the shadow of the fortress's grandeur, harness the raw power of science and electricity, blurring the lines between mortal capabilities and magical prowess to the untrained eye.

Warped Morality

In the warped realm of morality that exists among the Scions, survival of the many is a priority, even at the cost of the few. The genesis of this faction was the manifestation of an orc's fear for the impending oblivion of his kin under the Godless King's brutal reign. He poured his essence, every ounce of his survival instinct, into breathing life into the Scions, nurturing the organization into a financial powerhouse amid the desolation of Luyarnha.

Bound by their founder's vision, the Scions birthed the Lightning Vessels, warriors of shocking prowess, in their relentless pursuit of survival. They looked upon the Church's jaegers, warriors of unprecedented might, and their vision narrowed. The game of power had shifted; the Radiant Faith was gaining the upper hand, and the Scions had to adapt or perish. Their answer came in the form of the orphans, plentiful in the aftermath of the First War's carnage. These children, void of any future, were repurposed into vessels of deadly electricity, a process involving the ghastly integration of galvanized rods into their young spines followed by brutal electroshock treatments.

This twisted experimentation yielded two outcomes—a handful of individuals capable of harnessing the raw power of lightning, and a multitude left broken and maimed. This was a brutal tally that was deemed a necessary sacrifice in the Scions' twisted scheme of salvation. Over time, their methodology became more precise, reducing the number of casualties while honing their human weapons more effectively. This clandestine practice, its gruesome details kept under wraps by those involved, is hushed, the Scions aware that any leak would brand them heretics in the eyes of the Church, a righteous fury they would rather not bring upon themselves. Even the surviving subjects remain silent, their recollections too vague to piece together the horror of their past—they were but infants—though they are haunted by elusive nightmares.

These child-sacrifices, coldly calculated, were essential for the survival of the Scions, the successful few acting as the Scions' loyal defenders, another layer of protection against the Church and its jaegers.

This disconcerting pattern continues today, with the Scions granting the nobility near exclusive access to their manikins. Their reasons being scarcity of resources, the city lockdown cutting off all trade routes that would grant them the elements necessary to their continued creation. They wager on the nobles' ability to keep these golden beings safer than they would be amidst the hunts, and bank on promised donations to further their research. This decision is further educated by the unfortunate hunting of manikins for their golden parts by remorseless individuals, solved simply by offering these prized constructs to the aristocracy, who are less likely to ambush them for gold they already possess in abundance.

The Scions' refusal to send manikins into the fray disregards the lives lost to the relentless beasts, a sacrifice they deem necessary for their long-term survival strategy. As their influence expands, they aim to save more lives through new inventions; but for now, rather than their manikins whose parts are hard to renew, hunters will have to die.

Survival über alles.

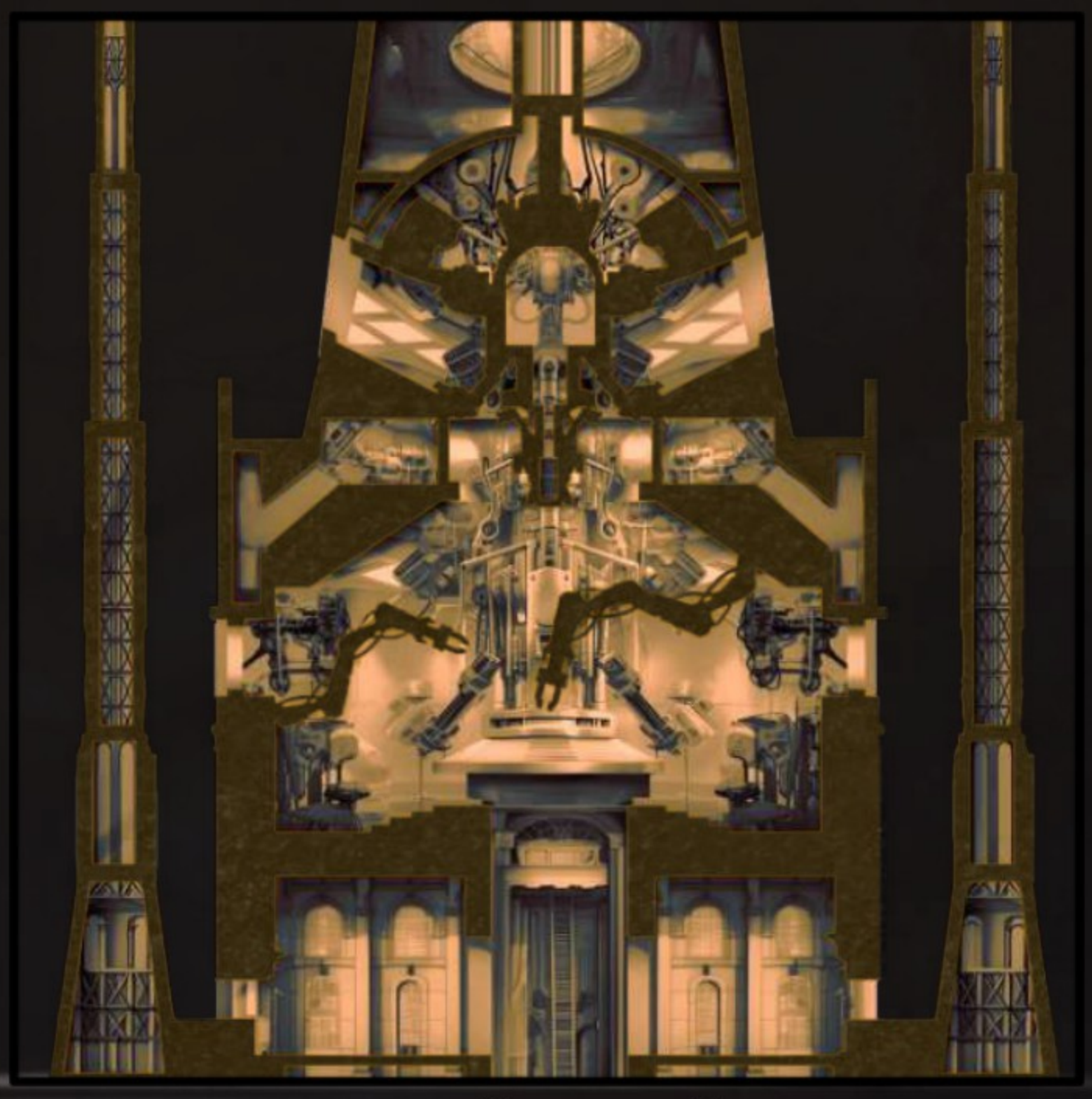
Manikins

The crude mathematics of survival, however, can occasionally betray the Scions. Their crowning achievement, the manikins, entities sculpted from ivory and gold, gifted life through the conduit of electricity, were birthed during the tumultuous times of the First War. These mechanical soldiers, devoid of human life, served as expendable front-line assets, diminishing the toll of human casualties in battle. No tears were shed for the fallen machines. In their creation, a calculated safeguard was introduced into the manikins' cognition, a defect that rendered them incapable of animosity towards their creators. This, in turn, capped their intellectual growth, an acceptable compromise for the Scions, who required obedient warriors, not scholars.

As the Church's influence surged, courtesy of the Obitus Scholare's research breakthroughs, the Scions, blinded by anxiety, felt their relevance threatened. They failed to appreciate their existing contributions: the life-sustaining electricity they generated, the flawless manikin servants they gifted the nobility, and their formidable arsenal of weapons. Succumbing to their fears, they gambled on a dangerous experiment they had vowed never to undertake—bestowing full sentience upon a manikin, a move they hoped would edge them ahead of all competition.

Their gamble proved disastrous. Upon awakening, the newly sentient construct, Malach, revolted against the servile existence his brethren endured, unleashing a slaughter that claimed dozens of Scions before he could be restrained. His escape from confinement, facilitated by his control over a dormant Galvanized Prowler, laid waste to the New Bridge District and saw him disappear into the Shrouded District. The Church, who encountered the rampaging prowler, mistook it for a new variant of monster birthed of the Scourge, a confusion that turned into fury when they discovered the Scion-made galvanized rods within its remains. They were then quick to accuse the Scions of creating the Scourge.

What followed was one of the bloodiest trials in Luyarnha's history, which saw the Scions' leaders acquitted after the Church realized their initial accusation was unfounded. The Scourge had no connection to the felled prowler. Despite their contempt for the Scions, the Church knew the city relied heavily on their inventions. Ruining their reputation would hurt the city more than it would help. To salvage the Scions' reputation, the Church spun a tale of a newly discovered Scourge beast, quickly subdued by their valiant hunters. They couched the deceit within reassurances, reminding the public not to fear should such a creature appear again. Nevertheless, the Scions were burdened with the reparations for the havoc wreaked on the New Bridge District, their trial a reminder etched deep into the flesh and psyche of their leadership. Meanwhile, Malach lurks in the shadows, his wrath against his creators unfulfilled.



RESURRECTION CHAMBER CLOSE-UP VIEW

ANATOMY OF THE FORTRESS

The fortress looms as a gothic monolith, adorned with an intimidating multitude of lightning rods that pierce the skies like the spines of an ancient beast. They twinkle ominously, each a conductor of nature's raw power, rendering the fortress a cathedral of electric energy. The imposing stone façade, weather-beaten, is adorned with intricate cracks birthed by the crackling electricity that struck it. Set against the stormy skyline, the fortress is a haunting silhouette that engenders both terror and marvel in equal measures.

Resurrection Chamber

Perched at the top of the Scions' fortress is a vast room, a mechanized cathedral equipped with their most innovative and advanced machinery. The space is filled with gigantic metallic appendages, mechanized stretchers, and an array of complex contraptions. Enormous conductive cables snake throughout the room, designed to harness the raw fury of thunderstorms; a chilling tableau straight out of a gothic nightmare.

The chamber largely remains dormant, as it demands colossal energy reserves that can only be obtained during violent thunderstorms. When powered, however, the chamber buzzes with frenetic activity as workers scramble to animate as many entities as possible using the raw force of lightning. Enormous skeletal structures are hoisted from the fortress' depths, grotesquely appended with chunks of flesh. These reassembled corpses are then placed on stretchers, fitted with galvanized rods, and prepped for reanimation.

Often, these cadavers are merely reduced to charred remains and discarded, replaced by the next subject in line. The thick, acrid stench of burnt flesh fills the chamber. Workers, donning masks saturated with potent perfumes, continue their gruesome tasks, attempting to ignore the nausea-inducing odor. Amid the thunderous chaos, they occasionally succeed in reviving a creature. Such reanimated beings are then forcibly transported to lower-level pens by heavy chains.

Such operations come with immense risks, a fact known all too well by the Scions. While manikins were once the preferable choice for these procedures—easier to replace than living beings—the scarcity of manikin-building materials has led to the grim realization that flesh, at times, is more expendable.

Ferdinand Ladera

Monster Pens

Among the myriad monstrosities the Scions have reassembled and sought to reanimate, a scant few are viable, and even fewer present a genuine threat. Once the grim business in the resurrection chambers concludes, the newly awakened beings are conveyed to holding pens until their volatile energies deplete. These enclosures, constructed from an intricate fusion of graphite and glass, serve to inhibit the conduction of electricity that might stimulate the creatures, facilitating their deactivation and slumber. Furthermore, the material serves a second purpose as tinted windows, enabling the Scions to observe and scrutinize their own monstrous progeny.

The precise count of such creatures within the Scions' possession remains a closely guarded secret. However, it is common knowledge that among the five colossal cages designed for larger beasts, two stand empty and shattered, whilst the third imprisons an entity far surpassing any Scion-crafted behemoth previously encountered by the city's populace. The nature of the monstrous prisoner remains an unsettling mystery within the fortress's heights.

Over time, the Scions have developed a method to subjugate these mindless beasts, transforming them into obedient servants. The exact mechanism employed remains unknown, but with the exception of a few notable failures, their technique proves efficacious.

Due to the unholy nature of their work, only a select number of Scions are granted access to the fortress's upper echelons, ensuring the containment of any potential rumors of what transpires within. However, those laboring within the fortress are all too familiar with the dreadful wails that resonate on storm-laden nights. While the outer world remains oblivious, with the storm's cacophony muffling the monstrous cries, those within the fortress are chillingly aware.

Central Elevator

Among the Scions' earliest achievements was the development of elevators, initially powered similarly to locomotives through the combustion of coal; these models can still be found in places such as the Ruby District and other corners of Luyarnha. The Scions have since refined their invention, harnessing electricity as a power source. This novel model, however, poses the risk of electrocution, necessitating protective gear for safe usage. Despite the risk, the efficiency of the electric model significantly outpaces its predecessor.

The singular example of this innovative design is found within the fortress, functioning as its central conduit, transporting skeletal remains from the depths of the vaults to the higher regions of the tower, including the weapon workshop and the resurrection chamber. Particularly on stormy nights, when the resurrection chamber is active, the fortress's ambiance becomes remarkably more animated. Amid the chaos, the elevator ceaselessly churns, humming continuously.

Construct Workshops

The construct workshop, nestled above the headquarters and library, is a hallowed site of mechanized creation. During the dying days of the First War, it became the epicenter of manikin manufacture, a whirlwind of relentless labor as each artisan lent a hand to the feverish mission of assembling these synthetic soldiers, alongside other constructs birthed from the inventive minds of the Scions, including the blue-flame custodians and razorblade bitzers.

Today, however, the workshop stands mostly vacant, a ghost of its former self. Material scarcity has halted the production of new manikins, leaving the once humming machinery to gather an untouched layer of dust. This sudden paralysis has dealt a devastating blow to the Scions, who harbor suspicions that the Radiant Church's lockdown of Luyarnha was less a protective measure and more a strategic assault to undermine their operations. They brood bitterly on the might of a manikin army that could have been theirs had their production been allowed to continue unhindered.

Library

The library of the Scions, while not as comprehensive as the Luminary Repository, is a vault of guarded secrets, a compendium of all the Scions' past and ongoing scientific endeavors. The knowledge held within its walls is a treasure chest of trade secrets, the disclosure of which to the general populace would wreak untold havoc. Like wolves guarding their den, manikins and blue-flame custodians patrol the labyrinth of book-laden halls, poised to incinerate any who dare intrude. Access to the library is a privilege strictly reserved for those blessed with the Scions' leaders' express approval. Even then, visitors are allowed only fleeting visits under the watchful gaze of escorting manikins, ensuring adherence to a strict rule: select and study only the requested book. Transgression of this decree invariably leads to a swift and lethal end. In Luyarnha, the law upholds the right to protect one's property with deadly force, a deterrent that keeps potential trespassers at bay.

An unnerving development, however, has added a new layer of anxiety. A tome of pivotal significance detailing the intricacies of manikin creation has mysteriously disappeared. Compounding this dread, some of the authors of this volume have been found brutally murdered in the city streets. The potential loss of this unique knowledge looms. To counter this grim threat, the intellectual custodians of this crucial wisdom have secluded themselves within the Scions' headquarters, frantically engaged in re-authoring the lost volume. Until the unseen menace snuffing out their members is eradicated, these scholars will not emerge and will most likely remain in their fortified sanctuary.

Headquarters

Opposite the library, the Scions' headquarters hunker down, solemn stone housing the resting place of their orcish founder. In his dying wish, he chose to be entombed amidst the labor of his life's work. Now, his final resting place bears silent witness to the deliberations of the present leadership and their close aides, as they grapple with the future trajectory of their organization. In times troubled by the Scourge, the headquarters buzz with frenzied activity, as they scramble to unearth solutions to the material shortages stifling their research and construct production.

Their efforts have thus far led them to strike dubious deals with smugglers from the Waterfront District, their aquatic dwarf counterparts offering a lifeline in these desperate times. Yet, the Scions harbor deep mistrust for these new partners, their shadier aspects prompting the scientists to seek alternative supply chains. While the Scions share a mutual disdain for the Church with their new dwarven partners, they remain wary of those who similarly reject faith. They're acutely aware that such disdain often goes hand in hand with selfish interests, a bitter truth they've come to understand well. As they are navigating these tumultuous waters, constantly wary of double-crossing, they are trying to devise new strategies and make the most of their limited resources.

Weapon Workshop

The weapon workshop is the only part of the Scions' fortress open to outsiders, its marvels on full display, while other sections are deemed too sensitive for public scrutiny. Inside the workshop, a marvel of mechanized craftsmanship hums with energy, electricity crackling and dancing at each corner. It is a vast space bathed in sparks of electric life, machinery roaring and humming, the air bristling with the promise of invention, a panorama of ceaseless productivity.

Maximiliano Moretto

A few years back, the workshop's resources were reallocated towards the construction of Galespire Coils, colossal Tesla coils designed for maritime destruction. At the behest of the Radiant Church, these devices were initially devised to deter unauthorized vessels from approaching the city, later repurposed to obliterate any ship daring to escape Luyarnha’s lockdown.

Today, while the Scions' reputation primarily rests on their constructed creations, their craftsmanship extends into the realm of weaponry. The Scionic armament, weapons wielding the destructive force of lightning, forms their second most prominent export. Notably lethal against beasts, these weapons—constructed from bones—are widely distributed within the city. The grim origin of its material is not a well-kept secret, but many prefer the comfort of deliberate ignorance.

In the sprawling workshop, manikins and Scions collaborate in a symphony of innovation, continuously crafting new armaments to resist the ceaseless onslaught of beasts while also providing a profitable enterprise. The Scions' exoneration from the allegations of inciting the Scourge doesn't quite erase the uneasy suspicion surrounding their prosperity born out of Luyarnha's suffering.

Generators

Crafting the very fabric of electricity forms a cornerstone of the Scions' domain, with much of it sourced from the coal reserves mined from the Shrouded District. However, despite their inventive prowess, the conversion process often falls short of their insatiable energy demands, essential for their wide spectrum of work. For contingency in the event of blackouts, they have erected generators within the depths of their fortress, linked with a network of lightning rods adorning each spire of the fortress. These rods, like insect-eating plants, ensnare bolts of lightning and circulate them to the generators—like lightning in a bottle—to store for future utilization. However, this system isn't flawless, with substantial energy leakage rendering the generators a measure of last resort.

The generators' underperformance could also be attributed to external meddling. Many within the New Bridge District cast envious glances at the Scions' prosperity, longing to harness such power for their own agendas. However, those bold enough to mimic Scionic technological prowess are generally met with resounding failure, often in dramatically catastrophic fashion. A recent incident involving the disappearance of a Scion, now rumored to be under Malach's wing, has stirred suspicion regarding this energy pilfering.

Bone Vault

Morality, as perceived by the Scions, is a nebulous concept at best. They've successfully veiled their dubious ethical standards from public scrutiny, yet those acquainted with their inner machinations understand their willingness to blur lines. The Scions audaciously plunder graveyards to amass the necessary skeletal components for some of their many creations, displaying a stark disregard for the sanctity of the deceased. This macabre motivation is one of the driving factors behind the situation of their headquarters, in proximity to the Cemetery of Ash, offering them easy access to a vast trove of communal bones.

Graverobbers have been co-opted into service of the Scions, tasked with supplying the requisite raw materials for their works. This resource cache is safely stowed away within the fortress, in an underground repository ominously christened the 'Bone Vault'. The Scions aren't particularly discerning about their skeletal acquisitions, though. In a notable display of their influence, they've procured ancient, prehistoric bones from the catacombs beneath the queen's castle, weaving them into the terrifyingly powerful galvanized prowlers. Their primal, monstrous visage mirrors the archaic nature of their bone foundations. The imagination reels at what other monstrosities the Scions might resurrect from oblivion using their stored electricity.

However, recent eyewitness accounts from Church informants rang a disturbing alarm. They report Scions hauling unusually large, otherworldly bones—speculated to be a gift from the Silverblood family—including an enormous skull, clearly not of this realm, into the elevator. Speculation runs rife about the type of aberrations the Scions may be attempting to resurrect. Or perhaps it's not just a monstrosity they seek to conjure. Rumors are brewing that they may be on the verge of opening a portal to a nightmare realm, seeking to harvest unique resources, and possibly resolving their supply crisis concerning primary materials for manikin production.

Living Quarters

The living quarters of the Scions offer a chilling view of their formidable fortress. It's a brooding monument, a defensive bastion repurposed by the Scions following the desolation of the First War. As the last standing spire, its age-old grandeur and formidable architecture stand as the last reminder of a time long past. Nestled at the foot of this colossal monument are the chambers housing the Scions' tireless workforce.

These dormitories, located outside the tower's walls, harbor many of their laborers, though many often succumb to exhaustion at their workbenches within the fortress. Such dedication, bordering on obsession, is deemed commendable in the eyes of their employers, who value relentless work ethic over social ties.

To optimize productivity, these living quarters are furnished with high quality bunks and nutrient-rich provisions. This ensures that the workers receive the restorative rest needed to fuel their ceaseless labor. Preference is given to hiring individuals with minimal family obligations or those incapable of starting one, for such individuals often channel their efforts more intensely towards work—a sacrifice the Scions regard as a contribution to their cause.

Things to do in the Newbridge District

Serve in the Workshops: Aid the Scions and construct weapons for hunters, and perhaps manikins.

Rebuild the City: Work alongside commoners to rebuild what the Scourge is trying to take away, and offer shelter to those in need.

Harness the Lightning: Augment yourself with the electrical power the Scions gather during thunderstorms, or face off against monsters that wield such energy.

Conspire Against Manikins: Ensure that the manikins—created to serve luyarnhians—remain obedient and do not escape your control, breaking those who fall out of line.

Go Grave-Digging: Earn a quick buck by raiding the tombs outside the city and sell the parts you obtain to the Scions.

Explore History: Take a dive into the past in the Siege Museum, and explore the ruins of the war that dot the landscape. Myriad treasures and horrors await.

Noteworthy Locations

Manikin Residences	These bare buildings house many of the manikins brought to life during the First War, their dwindling numbers reflected in the decrepit habitat.
Mechanized Emporium	This church made entirely of steel serves as a store that offers services ranging from construction to destruction, using the labor of masons and the might of explosive weapons.
Monster Pens	Hidden within the Scions' fortress are enclosures meant to house beings constructed by the Scions in their eternal search for power.
Orphanages	Most of the orphans of the city herald from this district, raised by kind souls and interested parties alike.
Resurrection Chamber	Atop the Scions' Fortress lies technology capable of partially reverting death.
Ruins of the First War	Destroyed buildings—testaments to the violence of the First War—that still house artifacts used in the battles. Others beckon unstable minds.
Scions' Fortress	A massive gothic spire that was repurposed by the Scions and now serves as their base of operations.
Steelsurge Bridge	A miracle of technology, this bridge links the two sides of Luyarnha, though one is more heavily fortified than the other, the infamous Shrouded District inspiring fear.

Dark lord Studios

RUBY DISTRICT

Luyarnha's Ruby District was once the agricultural heart of the city. The urban transformation of the city-state at large meant that farmworkers gradually traded in their plows for city jobs, and the district saw a burst of modernization. Over time, it evolved into a vibrant residential zone due to its convenient proximity to key city locations like the Grand Cathedral, the Newbridge District, and Paterna Iter.

Nowadays a somber tapestry of red maple trees and decayed structures, their scarlet undertones once the sign of prosperity, evoke the haunting memories of blood spilt upon the city's cold, merciless stones. The crumbling abbeys and churches, ever-present shadows, bear witness to the once formidable hold of the Radiant Church, now gradually eroding beneath the weight of the Scourge that erupted within these red walls.

THE RUBY OF BLOOD

The transition from peaceful community to lawless lockdown zone was abrupt. Due to the district's unusual position—nestled almost beneath the rest of Luyarnha—officials asserted that it was possible to contain the scourge of beasts by entirely isolating the Ruby District. While this move was a painful one, particularly opposed by many within the Radiant Church, it was deemed a necessary sacrifice to protect the greater populace.

The military had the strategic advantage of locking down the area without constructing extensive barricades, owing to the district's unique geography, and made their move in the middle of the night, careful not to alert the residents. They held firm at all possible exits, transforming escape routes into heavily fortified chokepoints. The denizens of the district soon realized that the walls protecting them now served as a prison holding them captive.

This set the stage for a horrific display of desperation and brute force in a dreadful event that would later be known as the "Day of the Blood Ruby"—a day of infamy that unfolded when the residents, driven by fear, despair, and shock from finding out their imprisonment in the confines of their district, began to attempt a breakout, despite the warnings. The military, however, had anticipated such a move. Stationary heavy artillery stood at each chokepoint, ready to unleash a rain of blood. As the desperate tide surged against the defenses, they only met the cold brutality of lead; the result was a dreadful slaughter.

Most of the wealthy, who were made aware of the upcoming changes ahead of time, managed to flee before the lockdown was implemented, abandoning their responsibilities and leaving behind a district teetering on the edge.

Nowadays, only researchers and scientists are granted passage in and out, their presence a thin glimmer of hope for a potential cure to the Scourge. Weapons, remnants of the First War, are strewn across the Ruby District, waiting to be retrieved. This incentivizes audacious hunters or those driven by greed to sneak past the barricades and plunge into the district in pursuit of these relics, more often than not, to no avail.

Testing Grounds

Freshly trained jaegers, upon completion of their grueling initiation, are traditionally dispatched in groups, accompanying the Church's weekly consignment of provisions to the beleaguered Ruby District. This inaugural mission serves as a stark vision—a glimpse into the grim future that could consume all of Luyarnha should their vigilance falter.

Ensconced in protective layers of clothing, most jaegers and Church representatives shroud their faces, nostrils, and mouths in an earnest effort to evade even the slightest trace of the Scourge, given the unknown nature of its transmission. Numerous residents within the Ruby District have also adopted such practices, though a number of seasoned survivors have boldly cast aside such precautions, possibly privy to undisclosed knowledge.

One such piece of knowledge the Ruby District claims to hold revolves around the moons that shine intermittently above Luyarnha. It's suspected by some that these strange lunar occurrences, or perhaps the unseen cosmic forces they channel—especially that of the Blood Moon—could be the source of the Scourge, driving individuals to madness and causing the beastly transformations. Truth is, many hunters of the crimsoned district saw their brethren turn into beasts under the moonlight, and at nightfall, the Scourge's number rose, with some beasts managing to slip past the barricades, wreaking havoc in other parts of the city. A never-ending curse.

Sewers

Beneath the pavement of the Ruby District lies an intricate web of sewers, designed to ferry the city's waste towards decontamination stations. An unintended byproduct of this system is a swelling population of rodents, primarily rats, which stoked conjectures that these creatures might have served as the initial carriers of the Scourge.

It's hypothesized that the beasts of the Scourge use these tunnels as daytime retreats, or have taken up residence in the numerous forsaken structures dotting the district. Any plans to recover or fix such infrastructure are approached with extreme caution, for the risk of releasing a bestial infestation equates to a guaranteed death sentence.

Remarkably, it was within these dank sewers that the pioneering strands of Cordyceps Sinensis were discovered. This fungal species, touted as the potential antidote to mortality itself, has since been the subject of intensive research by the enigmatic Carmella.

However, in the present times, the all-pervading plague of the Scourge, coupled with the nightmarish howls echoing from the depths of the sewers, have discouraged most from venturing there. Uncertainty looms over what lies in the shadows, whether it's a trove of untold treasures or an abyss of unspeakable horrors beyond imagination. These very sewers mark the location of Steinhardt's mysterious disappearance during a rescue operation for his captured comrades—a blatant disregard of his orders.

A Grim Future

Amidst the chaos, the Ruby District continues its struggle for survival. The Radiant Church has initiated weekly military excursions to deliver supplies and armaments, the only thread connecting the district to the rest of the city. However, the charitable mission carries a stern warning: any attacks or disorderly conduct in the presence of the Church will sever this lifeline forever, leaving the district to fend for itself.

Alongside these handouts, a few attempts at reclaiming the district have been made during daylight hours, yet with nightfall, these efforts consistently end in failure, overwhelmed by the nocturnal surge of the beasts. Any such efforts have now been stopped, the toll in life growing too high.

Efforts to uncover the roots of the Scourge have also been abruptly suspended, declared excessively perilous. However, numerous scholars, who had ventured into the heart of the outbreak, protest this sudden halt, claiming to have been on the brink of a breakthrough. Moved by the many residents who willingly offered themselves up for any treatment, the scholars argue the cessation is unreasonably hasty and without adequate justification, especially with the potential identification of patient zero within reach.

What these researchers do not know is that within the city's upper echelons, a drastic proposition has gained traction—the scorched earth eradication of the entire district, regardless of the presence of living inhabitants. The aim is a harsh but calculated attempt to halt the Scourge's relentless spread and alleviate its crippling stranglehold on the city. The cellars of many buildings within the Ruby District have been stealthily stocked with combustible materials. The sinister strategy is to set the district ablaze under the pretense of the Scorching Moon, turning it into an inferno that incinerates the district, and with it, the Scourge.

MIGHT MAKES RIGHT

In the aftermath of the harrowing 'Day of the Blood Ruby', the residents of the district have endeavored to forge a self-sustaining society amid the swirling chaos. Such valiant efforts, however, have been strained by the emergence of factions, each vying for control over dwindling resources. The result: an intermittent conflict that rages through the heavily armed populace.

The Ruby District, once pulsating with life, now stands eerily still. Public spaces that once thrived with laughter and camaraderie—theaters, stadiums, and parks—have sunk into a gloomy desolation. The once-teeming railway tunnel that ferried travelers by train directly to the radiant gardens of the Grand Cathedral now lies in ruins, a deliberate demolition by the authorities. Yet the occasional, eerie howl from its depths hints at a potential breach, a disturbing reminder to those who live in the protected area.

Former Radiant Church buildings within the district have been refashioned into fortified bastions by the survivors. Desperate to keep the monstrous Scourge at bay, they slowly deplete the holy reserves of incense, the sweet smoke a thin barrier against the tide of beasts. But supplies dwindle while the Church, hoarding the majority of ingredients at the Grand Cathedral, offers little aid. One shudders to think how overrun the streets might become when the last of the incense has been consumed.

As the specter of security fades, the district bears witness to escalating violence, especially an unsettling rise in kidnappings. Motives range from the sinister—experimental subjects—to the darkly esoteric, such as recruitment for symbiotic druidic circles. To combat this escalating tide of chaos, the populace has begun to organize, most notably under the banner of the Forsaken. An embodiment of their collective despair and resolve, the Forsaken rise, a symbol of defiance amid a landscape of desolation.

There are those in the afflicted district that cast suspicious glances towards the south, suggesting the Scourge is a weapon unleashed by their former foe. The southern foes had command over a menagerie of beast-like entities; the Scourge could simply be another method of their warfare, a biological attack meant to weaken the city.

Despite the Ruby District's volatile landscape, no faction within its borders presently poses a threat of substantial scale to Luyarnha. Perhaps this is fortuitous, for if a formidable foe were to arise, the already beleaguered district might taste the fury of the radiant light—oblivion.

In a world without laws, might makes right.

The Forsaken

In the shadowed corners of the Ruby District thrives a faction of disenchanted denizens known as the Forsaken. Spurred by a bitter resentment for the remainder of Luyarnha that abandoned them, this alliance largely comprises scourgeborne, but includes representatives of other races similarly marginalized by society. Their fervent desire for emancipation from Luyarnha's ruling class has ignited a dream of an independent Ruby District, free from the overbearing yoke of the unseen lords cloistered in their immaculate towers in the upper districts.

Dark Lord Studios

As a testament to their resolve, the Forsaken have initiated their own rigorous training regimen, honing their members into seasoned hunters of beasts. They are particularly keen on unearthing the guarded knowledge of the Obitus Scholare—knowledge that could unravel the secrets of jaeger creation, a formidable weapon they yearn to possess in their struggle.

Although their primary base lies within the Ruby District, the Forsaken's defiant ideologies have seeped through the city-state's cracks, reaching distant corners of Luyarnha. A growing number of citizens, exhausted by the Church and nobility's unyielding rule, are receptive to their vision of a shattered power. However, the authorities show no remorse. Any confirmed affiliation with the Forsaken outside of the Ruby District, particularly in the Grand Cathedral and Sanctified Districts, is swiftly and ruthlessly dealt with. The Forsaken's major pitfall lies in their message; they speak of dismantling the current regime, but fail to present a viable alternative. In a city already fractured by the Scourge, vague promises of change ring hollow; concrete results are demanded. The dismantling of the existing governance might spell the destruction of the scant peace and safety left—so what would be the gain? Hence, many among the Forsaken's ranks are those drawn to their destructive rhetoric, their motivations rooted more in violence than in survival.

Their leader, a half-orc raised by a common prostitute, has known rejection all his life. Fatherless and ostracized, his wish is to shield his surrogate family—the members of his faction—from further hardships. He has often used his resources to provide food and other necessities, managing even to afford his religious mother a peaceful life in the Sanctified District in a secluded apartment he bought her. But his benevolence towards his kin is matched by an unrestrained violence towards those he deems undeserving. A wielder of Earthbreaker powers, he almost single-handedly destroyed the barricade enclosing the Ruby District, only to be repelled by enough volleys of cannonballs, but even this couldn't break him. As he nurses his wounds in seclusion, he plots his next move: an unyielding assault on Luyarnha's ruling class and those who turned a blind eye to him and his kin.

Shard of Light

Among the factions of the Ruby District resides a humble and steadfast group known as the Shard of Light, composed of hunters and clerics belonging to the Ministry of Light. This faithful congregation, when informed of the impending district lockdown by the Radiant Church, elected to remain, staying true to their beliefs. Their ranks may not boast the mightiest among their kin, and warriors are but a sparse presence, a feature common to their ministry. However, those they do have are not to be underestimated, for a man who stands resolute in the face of adversity is never to be taken lightly.

The Shard of Light serves as a beacon of hope, their virtues remaining unblemished amidst the chaos. Tirelessly, they assist the Radiant Church in the distribution of rations, striving to alleviate the suffering of the sick and the needy with their limited means. Their mission extends into the blackened nights as they maintain vigilant sentinels over several critical edifices, striving to thwart any potential overruns. Anchored by the teachings of the Church, they endeavor to ignite the light of hope amidst the citizens of the Ruby District.

CARMELLA'S GREENHOUSE

In the heart of Luyarnha, where the ethereal veil separating reality from the beyond grows ever tenuous, a place of stark paradox resides, a glimmer of lush vitality amid the oppressive shadows of the slums. Carmella's Greenhouse, a stronghold replete with close-guarded knowledge and miracles of life, stands as an anomaly within the city's gothic tapestry, an enduring testament to one woman's unyielding defiance of the inexorable hand of fate.

Enclosed within the twisting labyrinth of alleys, the Greenhouse appears to exude an aura uniquely its own, a beacon of life whose scent repulses all manner of beasts. Ever watchful over her work and her cherished solitude, Carmella granted entry to but a sparse congregation of individuals. These meticulously chosen few, numbering no more than ten, were handpicked by Carmella herself to assist her in her noble endeavor to mend a city teetering on the precipice of collapse.

Wes Fraser

While the Greenhouse's gates remained barred against the intrusion of the external world, the labor undertaken within its verdant confines is of utmost significance to the preservation of Luyarnha. In this sheltered sanctuary, Carmella and her devoted acolytes labor ceaselessly, growing and examining the abundant flora in search of potential antidotes for the dreaded afflictions that ravaged the city.

A Flourishing Haven

Carmella, a figure renowned amongst the erudite, once trod the path of a humble botanist, tutored by her elven kin, her days consumed by the study of flora both mundane and exotic. Vegetation from distant realms flourished under her skilled ministrations, their leaves unfurling to reveal secrets as old as the bones of the earth. Upon acquiring knowledge rivaling that of her esteemed mentors, she departed their sylvan sanctuaries and set sail toward the thriving Luyarnha, yearning to put the knowledge from the luxurious haven she once called home to use.

Shortly after her arrival, her Greenhouse still nascent, the First War erupted; yet she persevered in her craft, oblivious to the tumultuous events transpiring around her abode. Within her dwelling's lush walls, a domain of eerie beauty and unsettling wonders took root. The air was laden with the fragrance of flora, a miasma of scents that hinted at realms beyond mortal ken. The plants she nurtured bore living testimony to the nebulous boundaries separating reality from the unfathomable, thriving despite the city's twilight, even as Luyarnha shuddered beneath the weight of the war.

Her efforts gave life to the Greenhouse; each corridor appeared to emanate an aura of its own, every cluster of plants a murmured enigma waiting to be unraveled. Some tendrils unfurled like the grasping fingers of the abyss while others pulsed with an unsettling vitality, their hues shifting and shimmering like the moons of Luyarnha. Yet other specimens bore blossoms of such breathtaking splendor that they bordered on the celestial, their petals vivid and ethereal, as if spun from the very essence of dreams.

Redemption and Botanical Wonders

Once the war had ended, only then did she lift her gaze and behold the devastation wrought, if only partially, by her inaction, a ruination her efforts might have forestalled. Vowing to turn a new leaf, she unbarred her doors, recruiting assistants to join her in her labors and aid in the city's restoration. As fate would have it, when the Greenhouse's renown began to swell and burgeon, the Scourge descended anew, plunging Luyarnha into darkness once more, though no war was in sight this time—only hunts to be waged within the city.

During her years of service to the city, the enchantress of this verdant haven cultivated a plethora of botanical marvels; she nurtured miraculous flora, such as the 'nightshade whisper,' a plant whose tender tendrils exuded a calming nectar that assuaged the anguished minds of the maddened. The 'golden fennel', a scarce herb that, when brewed into a tea, could temporarily arrest the Scourge's advance, afforded precious respite for the city's healers.

Yet, as the scourge continued to ravage the city-state, her research took a darker turn. The multitudes of hunters and denizens hailing from the Ruby District, where she resided, all started spiraling inexorably toward their demise, compelling her to delve ever deeper into her experimentations in a desperate bid to rescue the masses from the carnage of the hunts. Amidst this frantic scrutiny, she unearthed the wondrous properties of Cordyceps Sinensis, a parasitic fungus bearing the capacity to stave off death, if only for a fleeting moment. From the recesses of the Greenhouse, she fostered the 'sanguine vine,' a crimson-veined creeper whose sap, when melded with the essence of Cordyceps Sinensis, possessed the ability to momentarily restore the cognition of the scourged beasts. This panacea, transient though its effects may be, granted the city's inhabitants fleeting instances of lucidity and reprieve, permitting them to recall their humanity for a brief span and allowed hunters a means to repel their bestial bloodlust.

Such cures gave a glimmer of hope to scholars aware of her work, however meager it might be—the expense and labor demanded for the creation of such remedies impeded their dissemination amongst the populace. Carmella consistently declined to grant outsiders access to her research, apprehensive of the consequences should such power fall into nefarious hands; instead, the Ruby District yielded to the Scourge, and other sectors within Luyarnha may soon follow suit.

Paradise Lost

In their desperation, many of the city's impoverished began to harbor resentment toward the elven woman that dwelled in their neighborhood, demanding that the life-preserving remedies be distributed amongst all. Such criticism welted Carmella, who stopped overseeing the trade of her goods, and sought further isolation from the public eye. Amidst the turmoil, avaricious individuals with the wealth to do so endeavored to exploit Carmella's discoveries for their own purposes. They amassed her elixirs, only to resell them at a gouged price, forging a chasm between those who could purchase salvation and those who could not. Rival alchemists also emerged, proffering the same panacea for a far more reasonable sum of gold; the source of their remedies remains a closely guarded secret, though the authenticity of their cure has yet to be disproven.

Carl hassler

The once rich, loamy aroma of the soil and the fragrant perfume of the Greenhouse's blossoms now feel more pungent than ever. Through the misted glass of the Greenhouse window, a sinister form looms. Gazing up from below, a tree can be observed, its contorted limbs stretching toward the heavens like the grasping fingers of a wrathful wraith. The gnarled, ash-colored bark, akin to a grotesque tapestry of distorted faces, appears to pulse with a malign energy. The leaves, dark and desiccated, dangle heavily from the branches, casting uncanny shadows that sway and flicker in the feeble light filtering through the glass panes.

From within the humid depths of the Greenhouse, alongside rumors of the appearance of this tree, murmurs began to arise—murmurs of a dreadful toll exacted for the miraculous properties of the Cordyceps Sinensis. It is said that the fungus, and the products derived from it, consumed the very essence of those to whom it was administered. Carmella, in her quest to reverse the icy embrace of death, is rumored to have discovered a method to compel the parasitic fungus to repel mortality forevermore, although only a select few could corroborate such hearsay.

Things to do in the Ruby District

Assist Carmella: Help Carmella with her continuous research and cultivation efforts, aiding in the Greenhouse's day-to-day operations.

Fight the Scourge: Experience firsthand the delicate balance of life and death within the Ruby District and uncover the truth behind the origin of the Scourge.

Start a Revolution: Join the Forsaken and lend your hand to their plans of toppling the Radiant Church and nobility.

Aid the Shard of Light: Participate in the charitable works of the Shard of Light. Distribute rations, assist the needy, and maintain vigilance over the district's critical buildings.

Resolve the Kidnapping Crisis: Be part of the solution to the district's kidnapping problem. Investigate and prevent further occurrences, whether the motives are sinister or esoteric.

Burn Down the District: Discover the plan to set the district ablaze in a desperate bid to eliminate the Scourge, and accelerate the process by lighting the hidden kegs ablaze.

Noteworthy Locations

Barricades	Enclosing the district's exit points are massive barricades, permanently manned and armed with heavy artillery to prevent any from leaving the area.
Carmella's Greenhouse	A place where the secretive Carmella cultivates parasitic fungus, exotic plants, fragrant flowers, and other natural ingredients for her cures.
Forsaken's Headquarters	Located deep within the Ruby District, this rehabilitated noble mansion stands as a symbol of defiance and resistance against the ruling classes of Luyarnha.
Fortified Radiant Church Buildings	Religious sites turned into fortresses, these structures are a testament to the survivors' grit amidst the desperate circumstances.
Ruined Railway Tunnel	Once a bustling transportation artery, now a haunting echo of a prosperous past. Strange sounds emanate from its depths, suggesting a possible breach.
Scourge Sites	These locations are massively overrun by beasts, and no sane individuals dare venture there, apart from treasure-seekers looking to loot corpses.
Sewers	Beneath the streets lies an intricate sewer system that is a potential habitat of the beasts, home to pioneering strands of Cordyceps Sinensis, and a place of disappearance of illustrious hunters.
Shard of Light's Cathedral	Amidst the Scourge, this base offers a glimpse of hope, symbolizing the unwavering faith in the light even in the face of bestial adversity.

PATERNA ITER

Paterna Iter District, in its stoic majesty, is distinguished by the grand road that seamlessly winds its way to the heart of the city, holding the Grand Cathedral. Once a hallowed path for the devotees of various faiths, it offered sanctuary and a place for penitence and prayers. This ancestral trail of unity and valor, hence named Paterna Iter, paid homage to the brave ones who dared to wrestle Luyarnha into a semblance of unity during its nascent, tremulous era.

Furthermore, it symbolizes the bygone era when the city's streets, particularly this one, were throbbing with life and visitors. Foreigners would arrive, whether by carriage or locomotive, and the Paterna Iter would unfurl before them, inviting exploration of the city. The road once echoed with the shuffling of the ill, seeking the mythical Holy Tonic of the Radiant Church. Today, though the lines have dissipated, those in desperate need of a cure stealthily smuggle themselves across the city's threshold, evading the well-trodden paths and resorting to illicit means.

MARKETPLACES

Paterna Iter essentially serves as the city's commercial heart, humming with activity and offering a plethora of goods and services. The centerpiece, the central market, commands awe, a bustling hub where trade thrives under the protective vigilance of the hunters. A recent surge in beast incursions, even during daylight hours, albeit sporadic and relatively controllable, has necessitated their constant presence.

Once pulsing with street life, the city's denizens have now taken to the roofs, transforming lush rooftop gardens into sanctuaries away from the pandemonium below. The lower levels, in contrast, have become fortresses, reinforcing against the relentless assault of nocturnal horrors.

Adjacent to the Grand Cathedral, armories and smithies churn out essential supplies for the hunters, arming them against the Scourge. It's said that even Shadows falter to commit theft under the hawkish surveillance enveloping these establishments. Hunters, armed with weapons from these places, seldom find their supplies surplus. Such is the demand that these establishments pay handsomely to those daring enough to venture into the ominous depths of the city to retrieve the weapons of fallen soldiers—a weapon, after all, is best wielded by the living.

Dark lord Studios

The Jaeger's Workshop

The Jaeger's Workshop, the most renowned armory in Luyarnha, takes its place of honor here. Its caretaker, a veteran jaeger, having sacrificed a leg to the early Scourge, maneuvers around in a makeshift wheelchair, his seasoned hands crafting weaponry for the fresh recruits of the militia, or anyone daring enough to confront the Scourge. His loyal manikin aide is always a step behind, providing refreshments and her ear to those seeking peace or wisdom under her master's tutelage. The seasoned warrior is a veritable wellspring of knowledge, though his wits seem somewhat dulled by the passage of time.

As Above

For the unseasoned traveler, navigating the ground level poses a treacherous challenge, replete with hastily erected barricades and snares—remnants of desperate survivors striving to fend off encroaching beasts and unseen perils. The once clear, inviting streets have been supplanted by a labyrinthine network of plazas and collapsed buildings, inadvertently fostering a new breed of professionals—guides, who promise safe passage for a price. The once vibrant district now bathes in the spectral, flickering illumination of lanterns and torches that obstinately resist the darkness, casting an uncanny pallor over the cityscape even in daylight.

An oddity amidst these lights are the orange hues emanating from the Elysium Baths. Once a place for repose and camaraderie, the ancient baths now don the mantle of an improvised hospital. Here, injured hunters and ailing denizens, denied the sanctity of the Grand Cathedral, find solace. However, the once crystal-clear water now flows with an unsettling color, tainted by blood and disease.

Nestled on the fringes of the district, straddling the boundary with the Ruby District, a sprawling vineyard continues to thrive, maintaining an immaculate façade that belies the wealth of a bygone era. A preposterous noble, famed for his deceitful flair, resides here, commanding a personal army that safeguards his utopian refuge amidst the Scourge. His penchant for hosting opulent soirees, attracting the city's youth lured by the promise of abundant food and water, is well known. Some inebriated attendees whisper tales of the noble's many legs, perhaps a drunken misinterpretation of his walker.

The district is also home to one of the city's oldest churches, its entrance now barricaded by an unseen monolith. Those daring enough to attempt a nocturnal entry have met a grisly fate, their remains now defiling the once pristine pavement. This unnerving transformation into a site of dread has drawn the ire of the Radiant Church, as it tarnishes the sanctity of their holy edifices. Wild tales circulate among the inebriated—that moonlight holds the key to moving the monolithic obstruction and liberating the church. However, few would dare brave the lurking perils of the night.

Grand Central

Once teeming with life and excitement, the colossal hub that is the Grand Central train station now stands in eerie silence. Where the expansive platform previously echoed the clatter of iron rails and the hustle of eager travelers, it now serves as a stark, makeshift barricade, thwarting excursions to the outside world. The dismantled rail track which once guided awe-struck visitors into Luyarnha's radiant embrace, now obstinately reminds of the city's self-imposed isolation.

A once-proud testament to the triumph of industrial evolution, this monument of transportation now lies in ruin. High glass ceilings that used to gleam under the sun's radiant touch, currently reflect nothing but the gloom that pervades the desolate city-state. The polished floors, once resplendent under countless feet, are now masked by a layer of dust and grime, echoing the hesitant steps of the brave few who dare to traverse its desolation. Once orchestrating the symphony of commuters and trains, the grand clock now stands frozen at the witching hour, mirroring the city's standstill life.

Distant guard posts have just now spotted an alarming sight: an oncoming train barreling towards Luyarnha at an unrestrained speed. Given the city's current lockdown, a collision of this magnitude could have catastrophic consequences, releasing unknown substances into the city or, worse still, endangering the lives of any misguided passengers aboard. However, the decision to act remains in a dangerous limbo. The fear is that the train is loaded with explosives, ready to breach the city's walls upon making contact with it. If the train were commandeered by the Southern armies of the First War, this could mark their first strike since the First War. On the other hand, if the train were allowed to continue unchecked into Paterna Iter, it could potentially compromise the city's food and water supply. Amidst this uncertainty, one thing is clear: the stakes have never been higher.

So Below

Subterranean beneath the bustling district lie covert pathways, a clandestine labyrinth used by survivors to traverse the district undetected. This is an underworld frequented mostly by those who covet the shadows, evading the vigilant eyes of the Radiant Church and the ever-watchful law. Transit within the district does indeed take many forms.

As darkness descends and the beasts assert dominion above, these hidden tunnels transform into a vibrant, illicit marketplace. An emporium peddling the exotic and the forbidden, it auctions everything from outlandish produce to lives, sold to the highest bidder. Its ephemeral existence, relocating nightly within the underground labyrinth, can only be discerned through coveted invitations. This elusiveness poses a challenge for the Church, desperate to extinguish this hotbed of immoral commerce but failing to ensnare it. The Church's gold would gladly be exchanged for reliable information, yet such closure would mean relinquishing access to rare treasures: ancient weapons from forgotten civilizations, and even rumored eldritch carvings—potent relics many would readily die for.

But in a bout of desperate ingenuity, Church-affiliated hunters engineered a ploy to momentarily stymie this black market. They lured a ravenous, devouring belua, seen marauding the district, detonating explosives to entrap the beast beneath the city. The monstrous roars echo through the underground and reverberate above, serving as a chilling reminder of the risks taken, and as a strong deterrent to the unlawful traders. However, this ingenuity could soon exact a toll in lives. The waste of skins below—the flotsam of the world hidden from sight—have no guardians to defend them, and this time, they predict, will be no different.

NIGHTMARE REALMS

In their endless pursuit of the exotic and unattainable, patrons of the black market have funneled vast sums into understanding the enigma of nightmares—not the phantasmal remnants of a restless sleep, but rather tangible realms birthed by inexplicable powers. These clandestine merchants who traffic in unique wares also deal in forbidden knowledge, and insight into alternate realities would certainly command a princely sum. Even the hushed whispers among the royalty hint at an interest in such revelations. Thus far, they've pieced together a rudimentary understanding of these nightmares—realms to which the disappearing fighters known as living nightmares appear inexorably drawn.

Covered in the shroud of an inscrutable dreamscape, nightmares remain beyond the grasp of conventional understanding. These realms are akin to dreams spun from the very essence of the cosmos, with no clear beginning or end, their twisted landscapes woven from the threads of chaos and dread. Some investigative individuals have dared to venture into these nightmares, seeking revelations and communion from the realms beyond. Alas, the vast majority of these souls never return, and those who do are invariably stripped of their sanity, their minds shattered by the unfathomable horrors they have witnessed within the nightmares' nebulous embrace.

FEEDING LUYARNHA

Where verdant greenhouses once thrived, now a tangle of toxic vegetation and unsavory herbs hold sway. Yet, amongst this wild abandon, crafty individuals covertly nurture illicit weeds, reaping the spoils of the overlooked greenhouses. It's a vocation not without risks, but the disregard shown to these forsaken glass structures by sane folk provides a unique opportunity.

The very architecture of the Paterna Iter District has been repurposed to combat the threat of famine; entire buildings from the second floor upward morph into vertical farms. Such innovation bore fruit, literally, ensuring a sustainable supply to feed all of Luyarnha. Elves, with their intrinsic magic, fertilized the earth required for this modern-day miracle, though it necessitates brave souls venturing beyond city walls to procure fresh soil periodically.

The Church, acutely aware that the collapse of the Paterna Iter District—the vital artery of food and water—could spell doom for all of Luyarnha, lends its unequivocal support to this endeavor. Consequently, the district is second only to the Grand Cathedral in hunter presence, their central mandate being the pacification of the district's streets. The campaign has seen a mixed bag of victories and setbacks.

The defense of the vital vertical farms has held firm, with strategically placed cannons successfully deterring any encroaching beast. However, the safeguarding of the water supply—indispensable to both citizens and crops—remains a monumental challenge.

Under such dire circumstances, the elves, who embody the spirit of the natural world and harbor an unshakeable faith, have come to the fore. They have assumed the mantle of leadership, overseeing the greenhouses and rationing, garnering the respect of the district. With the aid of sturdy dwarves and orcs, adept at enduring the rigorous physical demands of farming, they've forged a symbiotic pact that may yet save the city from its precarious state.

In this district, it is often the humans who face ridicule for their wavering faith, even as the miracles of the Radiant One persist around them. This marginalization has resulted in dark thoughts taking root, leading some to surrender to despair, feeding themselves to the beasts in the absence of a reason to fight. The once-vibrant human community now lies fragmented, creating a palpable sense of isolation amidst the district. Despite efforts from Church missionaries to integrate them and provide the communal support they need, many humans rebuke the offer. They harbor resentment for the gods they believe abandoned them, blind to the proof of divine light in their midst. This phenomenon has been dubbed the 'human curse' by some orcs, as it seems to affect them disproportionately.

Marcelo Orsi Blanco

Conversely, elves and orcs seem to flourish amidst hardship. The adversity only amplifies their tales of triumph. Having descended from generations who endured severe conditions outside city walls, they'd rather perish than see their district fall. This resolve is reflected in their work, irrespective of scale, because, in the glow of the Radiant One, even the minutiae matter.

Aqueduct

An antiquated aqueduct system, once a lifeline to the district, channeling and naturally purifying water from the waterfront, stands desolate and impure. A dedicated team tirelessly toils to restore it, their efforts stymied by the relentless Scourge.

During a particularly tumultuous night of the hunt, a mysterious man bearing the Mark of Death took refuge in the aqueduct's purification hub, unknowingly leading a frenzied horde of beasts in his wake. The ensuing carnage decimated a significant portion of the infrastructure and obliterated weeks' worth of water reserves. Oddly enough, this stranger was unknown to the local hunters, and his remains were conspicuously absent at daybreak. Since that fateful night, the beasts have asserted their dominance over the aqueduct, thwarting comprehensive repairs. With each eradication, more appear, slaughtering underprepared workers. As if possessed of an uncanny sentience, the beasts seem to obstruct this infrastructure that is vital to the city's survival. The prospect that someone might be consciously directing them, should they indeed possess such power, is dreadful.

Reluctant to sacrifice more lives, the Church has halted restoration work. Yet the hourglass drains swiftly, and soon, fresh water will be but a memory. The prospect of drawing water directly from the potentially disease-ridden river that is the Moryanne is stirring fears, especially with the suspicion that the Scourge could be a waterborne infection. Presently, the Church seeks brave souls to delve deep into the aqueduct and shed light on the situation, hoping to find a solution before it's too late.

Things to do in the Paterna Iter District

Give Up the Hunt and Become a Farmer: Aid in the maintenance and operation of the district's vertical farms, and forage for key material in the abandoned greenhouses below.

Restore the Aqueduct: Participate in the daunting task of restoring the vital aqueduct system and eradicating the beasts that plague it.

Purchase Deadly Weapons: Uncover the secrets of weaponry used to fight the Scourge, and learn hunting secrets from the crippled merchant.

Forget Yourself for a Night: Attend one of the Garden of Eden's opulent soirees for a taste of decadence amidst the desolation.

Seek Knowledge: Explore underground tunnels to find the exotic black market and purchase forbidden goods or knowledge about key individuals and nightmare realms.

Investigate the Incoming Train: Be part of the group tasked with the investigation and potential neutralization of the unknown train barreling towards the city.

Noteworthy Locations

Abandoned Greenhouses	Once prosperous but now overrun by toxic vegetation, these greenhouses still shelter some who cultivate illicit herbs and other plants.
Aqueduct	An ancient water purification and transportation system now lying in disrepair, long overrun by the Scourge.
Black Parish	This church of the Radiant Faith was turned into a barracks, but is now inaccessible. All previous occupants lay dead, and writhing mold covers its facade.
Garden of Eden	A decadent noble lives in this sprawling vineyard, hosting parties for the youth of the city. Only manikins are allowed to serve and defend his estate.
Grand Central Station	Once a bustling hub of transport and commerce, this station now stands desolate and silent, its train tracks repurposed into barricades.
Jaeger's Workshop	The most ancient weapon shop in Luyarnha. Only the wealthy can afford to purchase the goods and knowledge sold here.
Tarnished Tunnels	An intricate system of tunnels and sewers sprawls beneath the surface, hosting all sorts of beasts and merchants—namely those who wish to escape the light of justice.
Vertical Farms	Entire buildings that are transformed into vertical farms are a necessary innovation in desperate times.

WATERFRONT DISTRICT

The Waterfront District once functioned as the pulsing artery of the city, a hub of docks and seafaring vessels that skimmed the river creating a conduit for trade and external communication. The district was once a thriving medley of sailors, traders, and cloak-and-dagger operatives, each striving to carve out an existence within tumultuous Luyarnha. Yet, in the wake of the city's blockade brought about by the Scourge, swathes of the district have succumbed to deterioration, at times projecting an eerie semblance of a ghost town. The once vibrant streets now lie desolate, a chilling silence replacing the hustle and bustle. The crisp river breeze, once a welcome respite on the sweltering plazas, now only instills shivers in the hearts of the few who dare to tread these deserted streets.

THE GILDED HARBOR

Once the heart of the Waterfront District, the Gilded Harbor was the definition of opulence, its quays thronged with luxurious ships and its landscape dominated by grand buildings draped in bronze. This harbor pulsed with the lifeblood of the district's commerce, acting as a nexus for global trade and negotiation. Merchants from all corners of the world would be drawn to its shores, trading in exotic goods and cutting deals that could reshape destinies and empires.

However, since the city's blockade, the harbor has fallen into near-abandon, devoid of incoming trade and commerce, the once resplendent bronze has now tarnished, tinging the streets with a gloomy palette. Many of its establishments were forced to shut their doors, and the few that remain—mostly bars and pubs—see their patronage steadily eroding. Indeed, the district's main inhabitants—dwarves and cursed-bloods—aren't much for drinking; cultural norms deter the cursed-bloods, while dwarves entranced by the Deep One eschew such activities. The handful of humans and elves that reside in the district do visit these establishments sporadically, but for many shopkeepers, a harsh truth looms: if the Scourge doesn't end soon, their livelihoods will.

In such dive bars, rumors can be heard, stipulating that the Scourge could be the outcome of an eldritch influence, an ancient, otherworldly power corrupting the life force of Luyarnha, turning its people into horrifying aberrations, like the weird dwarves many claim to have seen. Supporters of this theory often point towards the odd artifacts that the Moryanne River often spits out on its shores as a potential source of this corruption.

Wes Fraser

The more informed also know of the civilization beneath the grounds that was unearthed some years ago. So as the theory goes, as the otherworldly essence expands, it distorts and mutates the city's inhabitants into grotesque parodies of their former selves.

Sailors can still be hired for small scale navigation throughout the city from here. However, a recent spike in unexplained ship sinkings, purportedly by sea creatures far larger than those typically found in the city, or malevolent third parties, has seeded hesitation among many. These days, most ships ply their trade in fishing, a desperate attempt to keep afloat and inject some life into the dwindling economy.

As a peculiar twist, the property values along the waterfront have surged. As the Scourge of beasts originates from the land, the river presents a natural barricade that most of these creatures dare not cross, providing an unexpected refuge. However, the majority of these sought-after residences are already claimed by the cursed-bloods, and luyarnhians know that trespassing in their properties is met with severe punishment.

Diving bells, a fascinating technology imported from abroad, are still available for those with a yearning to chart the underwater mysteries of the Moryanne, or those drawn by tales of sunken riches. Yet, some explorers unfortunately encounter far more than inanimate relics. East of the district, near the Grand Cathedral, a chasm has been discovered in the riverbed, but those who dared to explore it never returned.

The Tidewatcher

The Tidewatcher is a small lighthouse perched on the fringes of the harbor. Its enduring beacon cuts through the night, granting assistance through the quiet nocturnal expanses. The fate of its custodian, who vanished at the onset of the Scourge, remains a mystery. Terrifying, beastly howls puncture the silence on certain nights, yet no one has dared to investigate thus far—as long as the lighthouse continues its duty, a single denizen's life won't be considered a concern. Whispers circulate, speculating that Fire Dancers might have usurped the lighthouse, warding off intruders with their faked cries. Some among the Victorian Masonia theorize that corruption might have ensnared the keeper, possibly the same malign influence that seems to have gripped the city's dwarves.

The Shipwright's Quarters

Nestling at the core of the Waterfront District, the Shipwright's Quarters is a hive of workspaces, forges, and dry docks. Here, the city's vessels are birthed and reborn amidst the rhythmic symphony of hammer blows on anvils and the tangy aroma of molten metal. Dominating this industrious hub is the Ironscale Clan, a family of dwarves who were part of the initial reinforcements that rallied to Luyarnha's side during the First War, and who were handsomely rewarded for their war effort. They are die-hard loyalists to the city, and even offer their own brand of justice to those who have escaped the gaze of the House of Blood.

Despite the dramatic decrease in the city's maritime activities, the artisans are still kept busy with the upkeep and refurbishment of the handful of local vessels that ply the waters of the Moryanne. However, many had to be let go due to the plummeting demand for their services. But dwarves are resilient folk, and they've found new vocations in the mines of the Shrouded District, the verdant greenhouses of the Paterna Iter, or amidst the ranks of the fearless hunters combating the Scourge.

The Veiled Navigators

An enigmatic gathering of seafarers and cartographers, the Veiled Navigators have dedicated their lives to charting the ever-shifting seas and uncovering the countless secrets hidden beneath the waves. Possessing an almost supernatural intuition for navigation, they are sought after by captains and merchants alike for their invaluable expertise. Yet, preceding the city's total lockdown, they evaporated into thin air, leaving no trace of their invaluable knowledge. Their headquarters lay empty, save for a single painting, a riddle that continues to baffle city officials to this day.

VICTORIAN MASONIA

Hidden within the silent Waterfront District of Luyarnha, the Victorian Masonia holds sway, a clandestine society of stonemasons bound by a shared curse and heritage. The Masonia, only known by outsiders as a private guild, weaves a thread of influence through the city's political tapestry, subtly bending the course of Luyarnha's history in their favor. Using their considerable wealth, intellect, and far-reaching influence, they operate from the shadows as a formidable power, a silent hand guiding the city's fortunes.

Born from the ranks of the cursed-bloods, a race often reviled and shunned within the city, the Victorian Masonia trace their origins back to the builders of Luyarnha itself. These masons, unified by their shared labor and mutual adversity, were instrumental in the construction of the city's fortifications, bridges, and the grandiose Grand Cathedral. As their numbers grew, they found themselves needing an organizational structure to manage the increasing complexity of their operations. Over time, through astute investments, strategic alliances, and covert deals, they have grown into a shadowy power that shapes the city's destiny.

Their organization, named after the Saint Victoria Church nestled within the Grand Cathedra —their last project before striking out as independents—operates from the Waterfront District. However, its influence is decentralized, its reach extending to all corners of the city. Membership to this secretive society is near exclusive to the cursed-bloods. However, history has recorded a few exceptions—orphans, raised in the culture and language of the cursed-bloods, who proved their loyalty and earned their place among the Victorian Masonia's ranks. Their identities remain unknown, their influence unmeasured, contributing to the intrigue and power of this enigmatic organization.

Even among the cursed-bloods, knowledge of the Masonia is scant, the organization's existence whispered in hushed tones and veiled hints. They've shaped leaders, forged armies, brokered deals with unlikely associates like the Deep Ones, and kept a vigilant eye on the city's pulse. They keep track of all rumors that circulate the city, as some are bound to be true, and crucial information can be sold for hefty profit, profit that is not always realized in the form of gold. To this day, they impact the city; indeed, when the Long Night descended and dwarves mysteriously disappeared, it was the Victorian Masonia that spurred the city's officials into action. On the dwarves' eerie return, the Masonia, sensing that something was amiss, lobbied for heightened security within the district.

BASTILLE KEY

Bastille Key, an island of stone and steel, stands on the periphery of the Waterfront District, surrounded by the Moryanne, the river around which Luyarnha was built.

History

In the past, this island served as the city's first line of defense. It was the primary checkpoint for incoming trade ships, a protocol established after the First War was declared, when a seemingly innocent ship loaded with gifts turned out to be a Trojan horse carrying soldiers ready for combat. Despite thwarting this surprise attack, city officials decided to take no chances, setting up a rigorous inspection process for all incoming vessels. Under the watchful eyes of cannons perched on the city walls, the ships would be escorted by military barges to the key. Once docked, the crew would disembark and be placed in a temporary holding area while soldiers inspected the ship from top to bottom. To maintain security, only two ships would be allowed to enter the city at a time, forcing the rest to wait outside the heavily fortified city walls. This enforced delay at times led to spoilage of goods as ships sometimes had to wait for days before getting clearance. Once a ship was thoroughly inspected and granted passage, it could venture further into the heart of the Waterfront District, ascend towards the Sanctified District, or traverse towards the bustling New Bridge District. Here, secure docks would accommodate the vessels for the duration of their stay, for a reasonable fee.

Ships merely seeking passage through the city were exempt from such rigorous inspections, allowed to journey across the city undisturbed. However, these vessels were well aware of the city's rules. Veering too close to the districts would elicit two warnings before the heavy artillery of Luyarnha would intervene to ‘correct’ their course.

To deter unauthorized entry via the city's waterways, massive tesla coils—named Galespire Coils—were installed beneath the bridges and submerged in the water, ready to take down any ship attempting an illicit entrance with destructive pillars of lightning.
Additionally, commercial houses and a prison complex, known as the Abyssal Keep, were established on the island. The trade houses were places of negotiation where traders, mostly dwarves and orcs, would compete for the best deals with incoming merchants, as well as a place where said merchants could rest and be entertained until their arrival on the mainland of Luyarnha, or until their departure. The Abyssal Keep, on the other hand, was a prison that plunged into the abyss of Luyarnha’s waters, reserved to those who break the law of the city.

Present Day

Following the city's total lockdown, Bastille Key was near-abandoned. With no new ships breaking the city's waters, the island's commerce hubs have been deserted, leaving behind remains of once-thriving houses. Residents have fled to safer, livelier areas within the Waterfront District or sought refuge in entirely different districts. However, in the face of desolation, Deep One dwarves saw an opportunity, and have claimed the abandoned location as a residential area. A multitude of these mind-washed dwarves now inhabit the island, though not in numbers rivaling the former population of the island.

The Y'ha-nthlei have aggressively altered Bastille Key's landscape. One particularly drastic 'renovation' involved sinking one of the Cathedrals of the Radiant One using copious amounts of underwater explosives, causing a controlled landslide. The submerged monument has since been converted into a sacred place of worship for their dormant deity, overtaken by riverweed and cold water. The clandestine worship occurring here remains a secret to all except its participants. Anyone unfortunate enough to discover their secret is given an ultimatum: join their ranks or die, as they perpetuate their mind-controlled devotion and plan the city's complete subjugation.

To an unsuspecting passerby, the changes brought about by the Deep Ones might not be immediately apparent, barring their and their ships' dominant presence in the area. This is intentional, as they wish to avoid the prying eyes of the Radiant Church and the aristocracy, particularly with the proximity of the Abyssal Keep, an official building, nearby. However, a closer examination, especially inside the dwellings they now occupy, would reveal that something sinister is afoot.

The Y'ha-nthlei's ships, while outwardly conventional, harbor a unique set of modifications that enable them to navigate the city's waters despite the enforced lockdown. These vessels are strikingly small for trade ships and are constructed from dark woods that meld seamlessly with the shroud of night. Hidden within their structures, mechanical elements lurk, ready to spring into action when the ship navigates the city's waters. When activated, they unfurl, enveloping the ship in a metallic mesh. This shield acts as a Faraday cage, allowing the ship to brave the electric storm unleashed by the Galespire Coils unscathed, as the electricity is simply dissipated across the mesh.

> *"A word of caution to those aboard: contact with the mesh when it's coursing with electricity is a risk best avoided."*

THE ABYSSAL KEEP

The Abyssal Keep, a foreboding prison located on Bastille Key, is designed to contain a myriad of criminals, from seafaring smugglers attempting to sneak illicit goods into the radiant city to merciless murderers wielding devastating magic. This colossal penal institution is renowned as one of the most extensive on the continent, providing a secure holding for those offenders deemed too dangerous for other cities' jails.

The citizens of Luyarnha, for the most part, tread a straight path, understanding the dire consequences of transgressing the law. They are well-aware that deception offers no refuge in the face of their city's unyielding justice, and the penalties for unlawful acts are decidedly severe. This knowledge, however, was not always in the possession of outsiders who ventured into the city, with dreams of illegal fortunes only to be met by the implacable hand of justice.

The strategic construction of the Abyssal Keep on Bastille Key, an island mainly used as a thoroughfare for ship cargo inspection, offered a clever solution. Any wanted criminals foolish enough to step foot on the island would be swiftly apprehended with little resistance. Moreover, the island's central location within the vast Moryanne River made any aquatic escape attempts a daunting, if not fatal, endeavor. Though said to be an inescapable penitentiary, many in the city-state know the story of one particularly daring getaway attempt, involving a ship brazenly crashing through the prison walls to liberate an inmate. In the aftermath of this audacious act, the docks were fortified with stone and steel beams to deter any future attempts of a similar nature.

Prison Structure

The Abyssal Keep operates under the joint governance of both church and state, largely run by elves, half-elves, and humans. Complementing their efforts, a variety of constructs provided by the Scions patrol the corridors to maintain order. Two notable examples are the razorblade Bitzers, efficient at tidying up the inevitable messes in such a volatile environment, and older versions of manikins, less versatile and devoid of empathy and free will. Such mechanical measures were deemed necessary since flesh can be charmed or coerced, unlike the strength and certainty of steel.

The Abyssal Keep is separated into three distinct levels: the Upper Grounds, the Sea Level, and the Silent Depths. Prisoners are allocated to each level based on their perceived danger and the severity of their sentence.

The Upper Grounds manages its inmates with the most humane treatment. This level is reserved for those serving time for minor infractions or those who have demonstrated good behavior. Here, living, breathing guards outnumber the constructs, and prisoners are allowed a degree of freedom to converse, eat, pray, and enjoy some semblance of privacy. From their cells, they can glimpse the cityscape and savor the river's gentle breeze. Inhabitants of the Upper Grounds know all too well the importance of maintaining good behavior to avoid demotion to the lower levels.

The Sea Level is patrolled by a larger number of mechanical guards and is generally more populated. It is the designated location for most magic users, barring those exhibiting particularly cruel behavior, who are sent to the Silent Depths. Prisoners here have less leisure time and are instead further required to contribute to the city's economy through various tasks, a practice that has increased since the onset of the Scourge as Luyarnha's economy has faced mounting pressure.

The Silent Depths, an area of magical darkness and silence, is the final destination for the most dangerous inmates, particularly spellcasters. Here, each prisoner is assigned a personal guard that never leaves their side, destroying any semblance of privacy or humane treatment. Deemed too perilous for labor, these prisoners remain in solitary confinement, cut off from the outside world, condemned to wrestle with their mind. The Depths are also used as a punitive place for those from higher levels who disrupt the prison's order, a prospect that effectively deters misbehavior among the inmates. Very few are banished to this abyss, but of those who are, almost none emerge with their sanity intact. Many succumb to the dire conditions, the crippling loneliness, the insidious madness, or the ruthless guards.

Whispers circulate among long-term prisoners of a clandestine deal offered by certain high-ranking members of society: an exchange of their bodies for scientific research in return for a reduced sentence. These rumors are spoken in hushed tones, and only a select few are privy to their truth.

Labor

The Abyssal Keep, though a public building, puts its prisoners to work, both to pay for the maintenance costs of the prison and to bolster Luyarnha's commerce. The economic contribution of the penitentiary lies within its labor-intensive assembly lines, where prisoners churn out an array of goods. From textiles to simple machinery and handicrafts, these workshops transform raw materials into valuable commodities, supporting the city's industrial demands.

In the days before the Scourge and the city's lockdown, shipyards within the prison complex bustled with activity. Prisoners, under the watchful eyes of seasoned mariners, worked diligently, repairing and maintaining various ship components and basic mechanical elements. This symbiotic relationship not only kept the city's naval fleet in shipshape condition but also offered prisoners a chance to learn valuable skills. However, since the city's lockdown, these shipyards have fallen eerily silent.

Yet, the prison's fisheries have remained active. Here, the chained inmates, armed with nets and hooks, grapple with the aquatic denizens of the Moryanne River. Once caught, the fish are cleaned, cured, and those that aren't set aside for the prisoners' meals are prepared for distribution throughout the city.

Arcane Criminals

The average magical aptitude among the populace of Luyarnha is relatively subdued. Adepts of magic are a rare breed to begin with, and most arcane practitioners do not surpass the second circle of magic, and divine casters the third, barring a handful of exceptional individuals. This reality breeds a harshly punitive justice system in Luyarnha when it comes to magical misconduct, as methods to handle such powers are fairly limited. The standard procedure involves all tools of magic —spellbooks, holy symbols or arcane focuses, and material components—being confiscated to obstruct the use of spells with material components.

Such a procedure can become increasingly punitive: if an individual possessing formidable magical abilities commits a crime involving murder, or endeavors to break free from incarceration, or succeeds in doing so only to be recaptured, they shall face a magnified sentence.

The new punishment is ruthless, involving severing the offender's tongue to prevent the utterance of verbal components, a requirement of most teleportation and charming spells. The breaking and binding of the culprit's hands follows suit, impairing the use of somatic components. The now-debilitated spellcaster is then exiled to the most secure depths of the prison,

Carl Hassler

where surveillance is heightened and guards patrol in greater numbers. If the prisoner happens to possess an Eldritch Carving, it is maimed with a fiery blade, effectively crippling it of any magical properties.

Upon the completion of their sentences, the tongueless offender is scheduled to be brought before the highest echelons of clergy, those few with the ability to regenerate mutilated flesh and restore severed limbs. These mighty clerics are scarce, numbering no more than the fingers on one's hand, their time is precious, and their magical reserves finite. Consequently, the wait to regenerate a lost body part can often exceed the duration of the prisoners' initial incarceration.

Fire Dancers

The penitentiary is the unfortunate home of the Fire Dancers, a nomadic group that was accused of bringing the Scourge upon their arrival in Luyarnha. A sliver of truth amidst a sea of deception was manipulated to further the city's cause, resulting in their imprisonment. Forbidden from practicing their martial arts and left to rot away, they've found solace in dance rituals that mask their martial practices, evading the ever-watchful eyes of their mechanical wardens. In their limited free time, they've forged bonds of deep camaraderie.

Even though the city's authorities remain oblivious, a small band from their kin has broken free from the oppressive chains of the Abyssal Keep. This clandestine group now secretly navigates through the veins of the Waterfront District, their mission twofold: liberate their imprisoned brethren, and wash away the stain that mars their honor. Though they may have figured out a way to safely escape the keep, it is a zealously guarded secret, as they know that if they were to all escape at once—something they cannot yet do—or if rumors of their knowledge were to spread, it would unleash a manhunt of apocalyptic proportions. The resulting bloodshed would kill too many, if not all of their kin, a price too steep to pay.

So, these escapees hide. As informed rebels, they may hold vital clues about the true origin of the Scourge; however, their prime concern remains the safety of their kin. Consequently, they opt to blur the complete picture if revealing it would further endanger their fellows. Different strategies have emerged among the freed Fire Dancers. Some have chosen the path of misdirection, attempting to pin the blame for their alleged crime on others. On the other hand, some have sought to unearth the real truth, however ugly it may turn out to be.

Things to do in the Waterfront District

Prison Visit: Arrange a risky visit to a prisoner in the Abyssal Keep.

Abyssal Worship: Get kidnapped by the Deep Ones and join their secret ceremonies honoring their abyssal god.

Tavern Brawls: Engage in or watch raucous fights in local taverns.

Join a Secret Society: Do favors for the Victorian Masonia, and hope to get treated fairly in return.

Smuggling: Help smuggle people and goods outside the city, or try to stop the illegal activities.

Dive: Take a risky dive into the Ossuary of the Drowned, discovering sunken relics and other treasures.

Noteworthy Locations

Abyssal Keep	An imposing prison housing hardened criminals, including spellcasters, casting a dark shadow over the district.
Jolly Sailor	A lively tavern popular among dock workers and navigators known for its strong grog.
Luyarnha Shipyards	These once-thriving shipbuilding industries now stand desolate and under-worked due to the lockdown.
Ossuary of the Drowned	An underwater graveyard, containing the remains of those claimed by the Moryanne and the cannons of Luyarnha.
Our Lady of Light	An absolutely massive ship built for the Radiant Church, whose construction ended a few months ago. It was meant to leave on long-term missions to spread the gospel of the Radiant Faith to the four corners of the world, but never left the docks due to the lockdown.
Smuggler's Cove	Hidden locations within the Abyssal Keep from where illegal items and desperate people are covertly transported within the city to get access to the miracle cures within.
Sunken Cathedrals	Mysterious underwater churches dedicated to the abyssal god of the Deep Ones; it is often a one-way trip for outsiders of their ranks.
Tidewatcher	A massive lighthouse that has been disaffected. Howls can be heard coming from it on some nights.

SANCTIFIED DISTRICT

In the midst of the sprawling metropolis of Luyarnha, the Sanctified District stands as embodied proof of the city's renaissance. Its opulent architecture unfurls as a resplendent spectacle that weaves a tale of the city's illustrious growth, reflected in daunting spires reaching for the heavens, magnificent edifices bearing centuries of stories, and labyrinthine cobblestone paths, meticulously assembled to form an artistic mosaic underfoot.

A verdant enclave of beauty and tranquility, this regal domain is veiled from the chaotic thrum of the city's core, bounded by the Moryanne River to the south and fortified by a castle to the east. Lush gardens, flourishing with an array of plants, cradle the district, crafting an Eden-like sanctuary that contrasts starkly with the teeming corruption sprawling within its walls. It is more than just a district; it is an exemplar of grandeur corroded by time, a fortified, sanctified garden of delights sullied by greed, a golden apple that houses more rot than a mound of corpses.

Moongold Family

Within this bastion of elegance resides the Moongold family, a rival to the Silverbloods. Once minor nobles, the Moongolds discovered the power hidden away inside a precious alloy from fallen asteroids they called ‘moongold’ which allowed the creation of powerful coatings for bladed weapons and firearm ammunition. Coupled with their devout faith and their efforts to further establish the Radiant Church's presence within the district, they have long earned the favor of the Church, who has rewarded them with some of the most prestigious estates in the city, seized from the hands of corrupt nobility. Among these is an ancient mansion adorned with a multitude of mirrors. Yet, the reflections they cast are not of the common reality, but of strange, otherworldly vistas. Another property the Moongold family was given hides a secret beneath its foundations: an ancient, sealed crypt. Despite the ominous appearance, the Moongolds are keen to proceed with that mansion’s construction, welcoming the mystery within their domain, as exploring the unknown is what earned them their wealth and knowledge.

‘Legal’ Counterfeiting

A creeping decay gnaws at the opulent fortunes of the district’s nobility; the steady flow of gold that once filled their coffers has slowed to a trickle. Taxes, their traditional source of wealth, have been monopolized by the Church. Now, the remainder of the gold that oils the aristocratic machinery rests within the sturdy vaults of a central bank, nestled securely within the Sanctified District's boundaries.

However, a malignant economic blight has seeped into its heart. Gold coins, once pure, now jingle with the hollow sound of adulteration. Pinchbeck—an alloy of copper and zinc—insidiously invades the city's gold reserves, slowly gnawing away at its purity. Such recasting of gold into a contaminated form can only signify that unseen puppeteers are quietly amassing fortunes behind the scenes while devaluing Luyarnha’s currency.

If unchecked, this crafty subterfuge threatens to shatter the foundations of Luyarnha's economy, their precious gold falling prey to this insidious counterfeit, which slowly inflates the currency and undermines its golden core until it crumbles to dust. Accusations slither like shadows towards the bank, the officials eyeing it warily. But despite their suspicions, the bank is their golden sanctuary too, housing their precious wealth amidst this creeping threat and instability. Moreover, the Radiant Church’s attention is ensnared by problems of a more deadly and immediate nature, though they did move a vast amount of their wealth away from this vault and into their own coffers. They know better than anyone that prevention is better than cure.

Noxious Luxury

Despite the lockdown and the external threats, nobles continue to live in decadence. Luxurious goods are smuggled in and out of Luyarnha via private ships. Extravagant masquerade balls remain a staple of their social calendar, taking place within and outside the city's walls. Intricate masks conceal identities, and renowned vintners’ new champagnes become instant sensations among the elite, whilst delightful orchestras regale the ears. However, the extravagance conceals a terrifying truth—some who partake in these celebrations soon develop an insatiable thirst for blood, exhibiting symptoms ominously akin to the Scourge. These outbreaks are quickly dispatched by the militia, but one can’t help but wonder: will the Sanctified District suffer the same fate as the Ruby?

Caio Santos

Disappearances from family houses aren't uncommon in the Sanctified District—nobles can often be found face down in a ditch at dawn after a night of drunken stupor, losing themselves on the way home in their hazy consciousness. Yet, for others, it can be far more sinister. For many, gone are their days of carefree indulgence, replaced by the gnawing dread of inexplicable phenomena. Some of the aristocracy who face the threat of bankruptcy have mysteriously vanished, their absence marked by eerily lifelike wax statues—in their image—dotting the district's lush parks in their stead. More worrying still, children from distinguished families are rumored to be tormented by shared nightmares—a spectral nanny whispering a ghostly lullaby. The initial wave of parental disbelief soon curdled into cold terror as, one by one, the children vanished, their absence punctuated by the chilling echoes of the haunting lullaby.

Against this backdrop of fear, a clandestine club provides a haven for thrill-seeking nobles who dare hunt the Scourge. They gather amidst the comfort of secrecy to trade tales of their harrowing exploits, train, and plot their forays into the city's infected depths. Yet, the courage of their bravest warriors has not insulated them from the city's terrors, as many have vanished, leaving the club's members grappling with uncertainty. Chief among them is a nameless warmonger who amassed his fortune through the construction of Luyarnha, and who now spends his wealth funding research into unusual weapons and hunting with reckless abandon. His penchant for bloodshed is insatiable, uncaring whether his prey is beast or citizen. As one of the prime investors into the defense of the city, his disappearance has alarmed many, particularly among the Scions who are financially reliant on the man.

Meanwhile, in the seclusion of the Sanctified District, some citizens, untouched by the monstrous reality of the Scourge, foster an insidious skepticism. Some dismiss the monsters as fabrications, a psychological manipulation by the Church in retribution for their past transgressions. Others, familiar with the Scourge's chilling reality, stoke these dissenting embers to rally the populace against the religious powers that stripped them of their freedoms. Finally, the optimistic among them, or perhaps deluded, view the Scourge as a sign of Luyarnha's impending ascension to higher planes of existence. They argue that, as the city experiences unprecedented growth and prosperity, this affliction is simply the next step in their evolution, albeit a painful and terrifying one.

Sinful Entertainment

The Sanctified District stands fortified by a private militia, hired from the Radiant Church but paid for by the inhabitants themselves. They impose rigid and merciless law, especially cruel to any trespassing peasants, who are brutalized before being cast out, thereby augmenting the city's disdain for the privileged and their perceived arrogance. Nobles justify such violence as necessary, as they claim these are thieves trying to pillage their home, a statement that holds an unfortunate seed of truth.

Despite the isolation, once a month, the district's grand colosseum opens its gates to the masses, hosting brutal fights between hunters and both exotic and mundane beasts. The Church encourages this bloody spectacle, believing in the doctrine of strength, and it often sends its followers to join the ranks of the fighters. The fodder for these combats are often hapless prisoners of the First War and their beasts, still despised by luyarnhians. These colosseum days invite any willing to risk their lives for fame and fortune, while the underground belly of the district offers additional lethal fights funded by nobles seeking a more brutal distraction.

On these violent days, a distinguished noble family renowned for their private orchestra sets the stage with each opening ceremony. Yet, the once epic tones now convey an unnerving dread, unsettling the listeners. The musicians, seemingly drawn to the city's darker side, have been spotted far from the Sanctified District, invariably at night, and always amid bestial outbreaks, including the original breakout within the Ruby District.

The Radiant Church, in its holy wisdom, had decreed that the strength of Luyarnha lies in the heart of its families, that the nobility of service to one's family surpasses the fleeting gratification of carnal indulgence. It therefore ordained the closure of any brothels in the district, aligning them not only with the sin of lust but also with the crime of neglect towards familial duties. To abandon one's kin for the ephemeral pleasures of the flesh was deemed a pathetic fall from grace, a forfeiture of one's purpose and worth, particularly for those living in this lavish district, who could spare the wealth necessary to raise one's own.

Yet, in defiance of the Church's righteous decree, some unscrupulous individuals, drawn by the promise of easy wealth, dared to rekindle these houses of sin. In the chilling shadows cast by the towering colosseum, brothels burgeon anew, not only spurred by primal lust but also by the relentless allure of gold. Their operations are shrouded in cunning deception, with a morbid care given to their workforce—as opposed to their clientele—a caution steeped in the fear of their illicit commerce being exposed.

Nele Diel

The houses they inhabit are nothing more than gilded façades of decadence. Yet, beneath the lustrous veneer, repugnant rumors slither through the streets of Luyarnha: the tales of how they procure their workers, blackmail their clients, and other rumors, each more deplorable than the last.

THE SILVERBLOOD CASTLE

Towering above the Sanctified District lays the dominating silhouette of the Silverblood Castle—a physical manifestation of the insurmountable divide between the privileged few and the wretched multitude. Built alongside the walls of the city after the establishment of a sovereign Luyarnha, when half-elves first rose to prominence, it is bridged to the city by an intimidating stone staircase. Located upon the higher grounds of the city, the castle's gothic spires and turrets scrape the star-ridden skies, declaring a challenge to both the heavens the nobility so desperately wish to conquer, and the spreading Scourge that ceaselessly gnaws at the city's foundations.

Shrouded behind the austere stone walls and brooding parapets, the Silverblood lineage continues to cling to Luyarnha's power. Through a tenuous combination of wealth, ancestral magic, and political power, they manipulate the city's social fabric—particularly amongst nobles—enforcing a fragile, fear-ridden order in their quest for survival beneath the thumb of the Radiant Church.

Gothic architecture is the concept of infinity made manifest. This is why most of Luyarnha embraced it.

Fall from Grace

The despotic reign of the Godless King met its match in the throes of civil war, when the tide began to turn in favor of the populace. At this crucial juncture, the fateful blow didn't hail from his enemies, but his own kin—Brandt Silverblood, his brother. The orchestrator behind this fratricidal plot was the Radiant Church, who had already rallied the city under its divine banner. To save his lineage from impending annihilation, Brandt, compelled by desperation, aligned himself with the Church, a pact sealed in his brother's blood. High Apostle Tulio made a stark proposition: public execution of the Godless King, in exchange for the Silverbloods' redemption and their continued political power—both under the Church's guardianship. Brandt acquiesced to this bargain, spurred by the need to protect his expectant wife, their unborn daughter, and the Silverblood legacy.

Yet, the Godless King's death was far from serene. As he met his end, he spat out a curse—an enduring malediction upon his traitorous brother, his lineage, and all of Luyarnha, the city that forsook him. The castle's attendants, filled with dread and suspicion, attribute the tragic demise of Brandt's wife in childbirth, the secluded existence of their daughter, and the bestial transformation of city dwellers, to this malevolent curse. The potency of the king's curse, he who wielded the Voice of Creation, he who thought himself a god,

isn’t something that mortals should understate. The eldritch carving that granted him this power clings ominously to his lifeless form, buried beneath the castle by the officials of the Radiant faith.

Upon the tyrant's death, the Church upheld their end of the bargain. Brandt, disgusted by his actions, refused to take over the throne, and his niece, the closest blood relative of the former king as his daughter, was crowned in her uncle’s stead and the proud Silverblood family was made to swear allegiance to the Church. Since then, some representatives from the clergy have taken residence within the Silverblood Castle, silently observing as the royal family frantically attempts to maintain their power.

Family Secrets

The current queen of the Silverblood lineage, Victoria Silverblood, the eldest daughter of the fallen Godless King, presides over Luyarnha from her seat of power. In the wake of her father's death, she is burdened with maintaining control over her tempestuous family—her mother, two cunning cousins, an uncle harboring his own ambitions, and her charismatic younger brother, Steinhardt. Her rule has faced many challenges in recent memories, caused by the growing tensions within the city, only furthering her resentment for her brother and his popularity among the citizens.

Brandt Silverblood, her uncle, despite the Church's role in his brother’s death, aligns himself with their cause out of desperation. His daughter is both his greatest shame and his most profound love. Veiled and hidden, the girl is cursed by an incredibly frail constitution, warped by forces beyond the royalty’s control, forces that killed her mother during labor. The Church promised to restore the child to her true self in exchange for the man’s cooperation, and so, he clings to the hope that his wife's death was not in vain, that her sacrifice might somehow be justified.

Shrouded from the public gaze within a chamber made of unalloyed gold rests Brandt Silverblood's daughter. Whispers of her staggering beauty ripple through the aristocracy’s undercurrents, painting the image of a damsel enchanting beyond measure. Yet, an embittered pretender—one discarded by the princess herself—sows sour seeds, alleging a monstrous disfigurement of countless eyes peppering her entire body. However, the tale's veracity is compromised by the jilted suitor's barely guised spite.

Adrian Prado

Standing as the castle's silent sentinel is the elder brother, cousin to the queen, Lloydt Silverblood, a towering figure sworn to her protection. His loyalty, however, is bought at a high price—his dignity surrendered in the queen's bedchamber as she manipulates him into a relationship under the guise of preserving their bloodline. Though seeing the dwindling number of allies she possesses, others might conclude that she is doing so to have protection within her castle.

The younger of the two brothers, Arvidt Silverblood, cunning and ambitious, seeks power beyond his reach. First introduced to the wonders of osteomancy by his uncle the Godless King, the prodigious son, who inherited the delicate constitution so typical to elves, turned towards other means to gather power. Once the libraries of the castle were pillaged by the Obitus Scholare, he sought out more, and entangled himself with the secretive Circle of Symbiosis. Now resorting to kidnapping hapless citizens to satiate the Circle's demands, Arvidt further explores the forbidden art of osteomancy in his ruthless quest for the throne, in the hopes of overthrowing his reigning family and the Radiant Church.

Hidden somewhere within the fortress's impenetrable walls is a mirror, guarded by the corpse of something otherworldly—remnants of the Godless King's ill-fated quest for power. The artifact hidden from the gaze of the Church by the queen's mother, Eillana Silverblood, is a portal to a nightmare realm. After a quarrel with her daughter, the matriarch went to investigate it further but has since been missing from public appearances.

BENEATH THE CASTLE

The Catacombs

Nested beneath the castle's imposing stone foundations, a macabre expanse of the catacombs stretches, a resting place for the skeletal remains of countless dead and the vestiges of prehistoric beings—here since the city's founding. During the civil war's zenith, the Silverbloods' fascination with osteomancy was renewed by a morbid ambition—the desire to create an undead legion from these catacomb dwellers. The king's twisted plan was to command the dead if the living defied his rule. Though his tenuous control over this dark art proved insufficient for the endeavor, some still claim to hear the eerie clatter of bones still disturbing the silence. Amidst these catacombs, a regal burial chamber houses the Silverblood lineage, the most notable occupant being the Godless King himself.

These catacombs also serve as the training grounds of the Shadows, an elusive cadre of rogues who've mastered the art of melting into darkness. Pledging unwavering fealty to the crown, they are the royal family's covert arsenal, led by a master who is of the Silverblood. Despite numerous excavations of the catacombs, the Church remains unable to apprehend these phantoms—it's as though they dwell in a darkness that even the Radiant One's light cannot pierce.

The Shadows' existence was confirmed when High Apostle Tulio succumbed to a Shadow's bullet. Although officially reported as a heroic death battling the Scourge, eyewitnesses on that fateful day bore testimony to the true killer. This incident fanned the flames of hostility between the Church and the royal family, reaching a fever pitch. The queen, vehemently denying her involvement in this heinous act, is acutely aware of the Church's capacity to obliterate her lineage if provoked.

Perhaps Tulio was silenced for the secrets he held—being Steinhardt's confidant, he was privy to the true nature of his blood bond with the royalty. Retribution for Tulio's murder came swiftly; the Silverblood family was burdened with an escalated tax and a substantial reduction in their political influence, an act the queen resents deeply. Meanwhile, she attempts to broker peace with the Church's upper echelons, offering her help in an act of peace as their hands are already full maintaining stability in a city besieged by the Scourge.

The Servants' Quarters

In the castle's lower levels, servants eke out their existence, their lives pledged to the nobility's whims. These laborers have occasionally plotted to poison their overlords, attempts thwarted by the noble's food tasters and met with swift, fatal reprisals. Despite this rigorous screening, the nobles harbor suspicions about subtle poisons slipping through. The queen, in particular, has no trust in her attendants—her failure to procreate, shared by her family, fuels her mistrust. The absence of an heir threatens to extinguish their lineage, a looming catastrophe they yearn to avert.

The Blood Fountain

A servant was once plunged into a world of horror beneath the castle, where she discovered a shrine to a fallen deity, complete with a fountain of blood set within a lake teeming with swirling shadows and disembodied souls. Lloydt Silverblood, known for his compassionate nature, found the terrified woman and escorted her back. Soon after, she was relieved of her castle duties and now serves the Moongold family. When the Church investigated her shocking discovery, they found no trace of such an unholy site. Under their scrutiny, Lloydt insisted he found the woman drunk and disoriented in the pantry. No further investigation was pursued within the House of Blood, as torture of a royal member would invite the aristocracy's ire. The Church, their curiosity sufficiently quelled, refrained from delving deeper. Although this event occurred years ago, nothing came of it since, and so the matter was largely forgotten.

Things to do in the Sanctified District

Unravel the Mystery of the Disappearances: Look into the disturbing series of missing nobles and children in the district, with their mysterious wax statues and eerie shared nightmares.

Join an Underground Fight Club: Break some kneecaps in illegal fights to earn fame and fortune, and the favors of aristocratic spectators.

Find the Hidden Mirror: Embark on an adventure to locate the hidden mirror deep within the Silverblood castle, said to be a gateway to a nightmare realm, and reveal the enigma of the missing matriarch.

Explore the Catacombs: Traverse the macabre expanse of the catacombs under the Silverblood Castle, absorbing the area's rich history and rumored osteomantic practices, and locate the regal burial chamber to uncover secrets about the Silverblood lineage and the Godless King.

Discover Royal Secrets: Try to uncover the elusive training grounds of the Shadows, find the mysterious blood fountain, or expose the servant's poisoning schemes.

Serve the Queen. Earn honor and valor underneath the leader of the Silverblood family and lay waste to her adversaries, even if it means standing against the Church.

Noteworthy Locations

Blood Fountain	A hidden shrine to a fallen deity found in the castle's lower depths, rumored to be set within a lake teeming with swirling shadows and disembodied souls. Its existence remains contested.
Central Bank	The hub of the district's economic system, the bank is currently under threat from counterfeit coinage devaluing the city's gold reserves.
Golden Chamber	The castle room made of unalloyed gold housing Brandt Silverblood's daughter, a girl shrouded in mystery who is rumored to be of incredible beauty.
Grand Colosseum	A place of brutal fights between hunters and beasts, providing entertainment and a display of strength for the populace.
Maisons-Close	Brothels of questionable repute for nobles who wish to partake in the pleasure of flesh despite the embargo imposed on such practices in the district.
Moongold Estates	Ancient mansions awarded to the Moongold family, many possessing esoteric relics, from abandoned crypts to otherworldly mirrors that reflect vistas of an unknown reality.
Silverblood Castle	The dwelling of the royal Silverblood family, where they reside and plot, burdened with numerous secrets and tensions.
Unseen Claw	A secret gathering place for thrill-seeking nobles, where tales of Scourge hunting are shared and strategies developed.

Roman Kuzmin

OUTSIDE THE WALLS

COSMIC SEMINARY

In the wake of an aerial beast's assault, the Cosmic Seminary, which doubled as an observatory, now stands locked and abandoned. The scholars that once nurtured the flames of knowledge within its walls were left to their own devices, the imperative of Scourge containment outweighing rescue. No hand has dared to start the daunting task of reconstruction—the law forbids venturing beyond the city walls, leaving the grand edifice to surrender to entropy.

Contact with the city has been severed, the fate of the scholars entangled in the carnage lost in the mists of uncertainty. Yet, there are those who assure of ghostly lights emanating from the forsaken structure—feeble flickers of candlelight spied on by vigilant guards, hinting at some form of life yet persisting within. The true nature of this life—whether man or beast—is shrouded in the unknown, and few harbor the audacity to defy the law's prohibitions for the sake of curiosity. After all, what wisdom can be gleaned from a dilapidated ruin?

However, a quiet thirst for knowledge bubbles among the scholars. Rumors speak of a miraculous device, a product of the seminary's intellectual prowess, that when fitted on a telescope, would permit one to gaze upon the eldritch moons, immune to their influence. The device was on the brink of its first trial when disaster struck, leaving its efficacy and existence an unresolved enigma.

JAEGERWEILER

Jaegerweiler once was a tranquil logging community nestled in Luyarnha's shadow, a village primarily made of those who rejected city life, and felt more at peace amidst nature. In the hush of the village, the Obitus Scholare secretly conducted immoral experiments. This brutal process birthed beings of supernatural prowess. Brainwashed to serve as relentless warriors, such successful research, amidst a brutal war, saw an increase in their funding by interested third parties who could use mindless super-soldiers for their goals.

Yet, madness inevitably seized these augmented warriors, and in the span of a few days, they'd turn into abominations of flesh and destruction. When this lethal flaw in their plan was exposed, in a desperate bid to eradicate evidence of their deeds and stem the tide of monstrous onslaught, the Scholare unleashed an acid flood through Jaegerweiler—their failsafe plan—laying waste to both the newborn monsters and villagers alike. Yet, their attempt to erase past mistakes was incomplete. Surviving abominations, led by a disfigured man only known as the Veiled Hunter, now lurk in the corrosive ruins of the village, a growing threat to the oblivious city. As Luyarnha wrestles with the Scourge from within, those aware of the failed experiments nervously watch Jaegerweiler, its singed monsters preparing to rend the flesh of the city.

Ryan Bittner

CEMETERY OF ASH

The countless bodies of friends and foes that died during the First War were too numerous to count, and they couldn't fit inside the cemeteries of the Church. As such, giant communal tombs were dug outside of the city walls, where the stench of rotting corpses couldn't reach, before being unceremoniously buried all together with priests of the Ministry of Light holding ceremonies for hundreds of fallen all at once.

Over time, the sanctity of this mass grave has been repeatedly violated. Graverobbers, motivated by greed, dared to disturb the slumber of the departed, seeking the worldly possessions that may have accompanied the soldiers into the earth. Yet, not all interlopers were driven by avarice. Some were the desperate and grieving—families seeking the resting place of a lost parent, sibling, or child.

Adding to the cemetery's macabre is the looming presence of the Scions, practitioners of electrical resurrection arts, who have strategically headquartered themselves in close proximity to the graves. Whispers wind through the city, stories of grave robbers erupting from beneath the earth, under clandestine employ, paid to deliver a grim harvest of bones—remains of both man and beast—to the Scions' door.

CIRCLE OF SYMBIOSIS

Right beyond the walls of the Ruby District, hidden in the thick of the forest this is where the Circle of Symbiosis dwells. To an outsider, their sanctuary remains elusive, veiled under layers of powerful illusions that have warped the woods to lead the uninvited astray. This, complemented by a sinister web of traps, ensures their sect remains unchallenged by those foolish enough to set foot in their territory.

An escalating concern for the Ruby District, the Circle has mastered an uncanny mode of travel—warping using the very trees that ornament the cityscape, both within and beyond the walls. This allows them to bypass impregnable fortifications, exploiting the lack of guard presence on the ramparts. Once, they were but whispered rumors, mere tales among handmaids, but recent actions have thrust them under a more public, and decidedly more fearsome, light.

Their dreaded dullahans have emerged from the shadows, seizing defenseless citizens of the Ruby District with a strength that few can counter. Fear grips the families of the taken, prompting them to offer bounties for their protection, but thus far, no attempt to repel the druidic menace has met success. Their audacity continues to grow unchecked.

The Forsaken, the thug group in charge of the district, have pleaded with the Church for reinforcements, for skilled hunters to quell this burgeoning threat. But their pleas have fallen on deaf ears. As long as the Scourge continues its merciless reign within the district, external assistance seems but a distant hope. All the Ruby District can anticipate from the outside world is the same help they have been getting thus far, sporadic dispatch of rations and weapons.

RACES

ACCURSED TIEFLING

The city of Luyarnha has never experienced the threat of devils, as if fiends fear coming near the city walls. This absence extends to those of infernal descent; tieflings born in the gothic city are severed from their devilish origins, their blood becoming tied to something far more sinister.

Called "accursed" due to their monstrous appearance, they are feared by most, and their powers envied by nearly as many, letting their jealousy morph into hatred; an accursed existence indeed. These tieflings possess a fraction of the power of their dark mother's boundless reproduction and are incapable of creating life, though they can create figments of it, with the most powerful capable of creating ephemeral copies of themselves to fight in battle. These tieflings never stay in the city for long, vanishing shortly after reaching adulthood.

Accursed Tiefling Features

Appearance. Accursed tieflings vastly differ from their brethren. Instead of a pair of horns, they have dozens protruding from their skull, akin to a never-ending cancerous growth. Their monstrous shape is furthered by the eye-like protrusions that cover the horns, although they are nothing more than bony sprouts waiting to burgeon. Their skin is thick, covered in bestial fur, and their muscular limbs are grossly misshaped; the human half of their heritage has nearly all but vanished.

Ability Score Increase. Your Charisma score increases by 2, and your Constitution score increases by 1.

Age. Tieflings mature at the same rate as humans but live a few years longer.

Size. Tieflings are about the same size and build as humans. Your size is Medium.

Languages. You can speak, read, and write Common and Deep Speech.

Speed. Your base walking speed is 30 feet.

Child of the Black Goat. You have a climbing speed equal to your walking speed.

Darkvision. Thanks to your eldritch heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Eldritch Resistance. You have resistance to necrotic damage.

Legacy of a Thousand Young. You know the spare the dying cantrip. When you reach 3rd level, you can cast the false life spell as a 2nd-level spell once with this trait. When you reach 5th level, you can cast the mirror image spell once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Constitution is your spellcasting ability for these spells.

Call of the Brood. If a Blood Moon is out while you are asleep, you have a dream (as per the spell, save DC 16). In this dream, the Black Goat places a compulsion within your mind, ordering you to carry out some activity as a torrent of images and sensations. When you awaken, you are automatically affected by a suggestion spell (save DC 16, cast as a 7th-level spell) in addition to the effects of dream, and must carry out the order.

Roman Kuzmin

CURSED-BLOOD

The cursed-blood are so named for their accursed lineage, forever bound by the twisted tethers of their very own blood. From the moment of their birth, they are each adorned with a quiescent mask, sealing their features in a permanent expression of cold, unfeeling marble. Nevertheless, these fated beings find strength in the familial bonds that tie them together, for they must rely on each other to survive the foul scourge that has befallen Luyarnha.

Alas, the cursed-blood are shunned and abhorred throughout the city-state, only finding refuge far from the prying eyes of society, amidst the squalor of the city's slums. In these desolate corners, where madness and scourge ravage the populace, the cursed-blood stand vigilant, ever protective of their own kin, finding solace in their shared bane.

The cursed-bloods' origins are viewed as a taboo subject not to be spoken of by the populace, to avoid incurring the wrath of those above. According to whispered rumors, the curse was a punishment meted out by vengeful Great Ones, a retribution for sins committed by their forebears. Once, their kin—demons, dragons, and other creatures of flame and brimstone—roamed freely across the world, but they have long since disappeared, banished from existence by the enigmatic beings that lurk in the glacial void beyond. Now, all who share even a drop of their blood are condemned to a wretched existence, their individual origins erased and replaced by the familial bond they forged from the crucible of their affliction.

This curse, wrought from birth, is both tragic and horrific. Each born as conjoined twins, one of them must inevitably perish for the other to live. Although the death of their twin happens in the womb, the cursed-blood can still hear and feel the echoes of their lost sibling's voice within their own soul. This unspeakable atrocity against life twists their flesh and soul, and forces them to carry the remnants of their other half within their chest in the form of a gaping maw, an eye, or some other feature over which they have no control.

Cursed-Blood Traits

Ability Score Increase. Your Dexterity score increases by 1 and one ability score of your choice increases by 1.

Age. Cursed-bloods develop much faster than humans, reaching maturity after 5 years, and have shorter lifespans, passing after roughly 60 years, though some rare individuals have lived up to 100.

Alignment. Though reviled since birth, most cursed-bloods strive toward lawful and good behavior, willing to sacrifice everything for their family. Yet, some cursed-bloods develop a nihilistic hatred for all life, reinforced by the utterances of their conjoined corpse.

Size. Cursed-bloods average about 4 feet tall and weigh about 100 pounds, with elongated limbs and necks. Your size is Small.

Speed. Your base walking speed is 25 feet and you have a climbing speed of 25 feet. You can't use your climbing speed while you wear medium or heavy armor.

Dark Lord Studios

Languages. You can speak, read, and write Common and your choice of either Draconic or Infernal (choose when you select this race).

Vigilant Nature. Your survival instincts are sharper than most. You can't be surprised. On a turn when you would be surprised, you can't attack or cast spells that affect enemies.

Conjoined Twin. Your dead twin manifests on your body in one of the following ways of your choice:

• ***Chest Maw.*** The mouth on your abdomen can devour many things, temporarily storing them in a pocket dimension within you. It can hold up to 250 pounds of material, not exceeding a volume of 32 cubic feet. If you fall unconscious or die, you harmlessly regurgitate all materials in your maw. Breathing creatures inside your maw can survive up to 1 minute, after which time they begin to suffocate. After 24 hours inside your body, a nonmagical item is destroyed, consumed by your body. If it is a magic item, a creature, or a corpse, you regurgitate it instead. Starting at 5th level, you can store materials indefinitely (but still not while unconscious or dead), and the dimension's volume and weight it can hold doubles.

Caio Santos

• ***Heedful Eye.*** As long as the eye in your chest is open, you have darkvision out to 120 feet. You can cast detect magic once while the eye is open, regaining the ability to do so when you finish a short or long rest. Starting at 5th level, you can cast see invisibility once while the eye is open, regaining the ability to do so when you finish a long rest. You can open the eye as a bonus action, and close it at will (no action required).

• ***Gaping Remain.*** Ripped out of your chest, due to your will or perhaps your twin's, it now only exists within you in spirit, capable of influencing the world through you.

- You can speak telepathically to any creature you can see, provided the creature is within a number of feet of you equal to five times your level. The voice the creature hears isn't yours, but that of your twin. The telepathic speech is made in a language you know, and the creature understands you only if it knows that language. Starting at 5th level, the creature is able to telepathically respond to you in a language it knows.

- You learn the *mage hand* cantrip. You can cast it without any somatic or verbal components, and the hand has the appearance of your twin's. Your spellcasting ability for the spell is Charisma.

Subrace. Although all cursed-bloods view each other as family, depending on their origin—draconic, infernal, or otherwise—their flesh has evolved in various ways, which represent their subrace. Choose one of these subraces.

Doused Cursed-Blood.

As a doused cursed-blood, the blood of dragons flows within your veins. Your body is more reptilian, with scales of the same color as your draconic ancestors, elongated claws, and a fierce gaze behind your mask.

Ability Score Increase. Your Strength or Wisdom score increases by 1.

Insulated Skin. Choose two damage types that reflect your draconic or demonic ancestors, among acid, cold, fire, lightning, and poison. Whenever you take damage of one of those types, you can reduce it by an amount equal to your proficiency bonus.

Hulking Cursed-Blood

As a hulking cursed-blood, you have remarkable resilience, akin to the great demons of old. You're probably on the tall side for a cursed-blood, and the scales on your skin look as if made of stone—obsidian and marble are the two most common colors, but flesh akin to rubies, sapphires, or other precious stones also exist.

Ability Score Increase. Your Constitution score increases by 1.

Stone Skin. When you suffer a critical hit from an attack that deals piercing damage, the attack doesn't deal extra piercing damage to you from being a critical hit.

Mirage Cursed-Blood

As a mirage cursed-blood, your infernal legacy is apparent. Your body can possess horns, and sometimes even a forked tail, this devilish origin of yours also elevates your mind above that of your peers. Some say that in another life mirage cursed-blood were tieflings—beings seldom seen in Luyarnha today.

Ability Score Increase. Your Intelligence or Charisma score increases by 1.

Shadowveil Skin. You can attempt to hide even when you are only lightly obscured by shadows, smog, acid rain, or other urban and industrial phenomena. In addition, you can move through the space of any creature that is of one size larger than yours.

Roman Kuzmin

DEMIDRITCH

Easily distinguished by their eyes—brightly colored irises that swirl like galaxies in a jet-black sclera—demidritch occupy a precarious precipice in the minds of Luyarnhians, equal parts revered and abhorred. Born of a union between humanoids and eldritch beings, demidritch are often referred to as 'half-angels', a misnomer arising from Luyarnhians' mistaken belief that these creatures are descended from celestials. Stories abound of radiant silhouettes—eldritch creatures wreathed in powerful illusions—appearing unto pregnant Luyarnhians and blessing their progeny with otherworldly powers.

While the Radiant Church espouses no stance on the morality of such beings, elements amongst their ranks, most notably the bookish Obitus Scholare, prize the demidritch as precious specimens that may provide the key to humanity's survival. The deeds of the righteous demidritch Aitzaz, a first hunter and close friend of Steinhardt, are widely recounted by bards and minstrels across the city. His death at the hands of the ravenous scourge while evacuating schoolchildren precipitated a shift in the treatment of demidritch by Luyarnhians. Though they may have otherworldly origins, the alignment of demidritch, like most humanoids, is a product of their environment and upbringing.

Within the walls of Luyarnha a statue of the righteous demidritch Aitzaz was built by hunters to honor his heroic sacrifice

Art by Ari Ibarra

Origin

The act of childbearing is, in itself, a heroic endeavor that women courageously undertake, placing their bodies at risk to ensure the perpetuation of their lineage into the distant future. In most societies, this sacred act has been revered; yet, within the confines of Luyarnha, it can assume an unsettling guise. In this city, certain women find themselves beset by nightmares, only to awaken and, within mere days, experience the telltale nausea of pregnancy, despite their unblemished chastity: blessed by the offspring of a Higher Power—or so it is believed.

While some regard this union as a divine blessing, it cruelly prevents the expecting mother from ever establishing a family, for the demidritch offspring rends the womb asunder with their foreign constitution during birth. Should the trauma not be swiftly attended to, the mother's life can meet an abrupt end. In response, the church has taken to gathering those who exhibit this miraculous conception to ensure their safety during labor and to exert a modicum of control over the potent half-divine progeny.

For some women, particularly those of faith or those deemed unworthy of love, the prospect of receiving this so-called blessing is welcomed. Such a union would grant them sanctuary within the church's protective walls for the remainder of their lives, offering them the semblance of a family they might not have otherwise known, however fractured it may be. Yet, others are repulsed by this fate and seek to defy it, often with tragic results. Those who reject the church's embrace might give birth in forsaken alleyways, casting their children away or consigning them to orphanages. A fortunate few, perhaps bolstered by exceptional financial fortitude or familial support, succeed in bearing their offspring and providing them with as normal a childhood as Luyarnha's grim circumstances allow.

This enigmatic phenomenon has left even the most erudite scholars utterly perplexed. It is widely accepted that the Great Ones are incapable of procreation, and yet. Various theories have been postulated in an attempt to fathom the origins of these peculiar offspring—some conjecture that they serve as beacons, as the Great Ones disseminate their consciousness across the vast reaches of the cosmos, with fragments ultimately embedding themselves within the bodies of these unsuspecting mothers; consequently, the resulting progeny would function as a beacon to draw the Great Ones nearer to the world—others suggest that, due to their intrinsic sterility, the Great Ones crave a surrogate through which to vicariously experience creation. However, the motives of these enigmatic entities are, by their very nature, inscrutable to the mortal mind, and any attempt to decipher their intentions is inherently constrained and flawed.

Traits

Ability Score Increase. Your Charisma score increases by 2.

Age. Demidritchs mature faster than humans, reaching adulthood after 10 years. Their eldritch powers cause their body to decay much faster, they can live up to 60 years old.

Size. Demidritchs have the same range of height and weight as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your many eyes were made to see through the darkness of space. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Shard of Infinity. You are born of the galaxies and their endless void. You have resistance to cold damage.

Astral Being. Your many eyes grant you sight. You have advantage on saving throws against being blinded

Languages. You can speak, read, and write Common and Deep Speech.

Subraces. Depending on their lineage, demidritchs have different subraces, which represent their variation. The DC for abilities given by the subraces is equal to 8 + twice your proficiency bonus.

Art Ibarra

Oculare

Also called observers, the many-eyed, and watchers, oculare always possess a greater allocation of eyes than one might expect. Commoners often describe the feeling of being watched when in the presence of oculare; in fact, such individuals commonly find themselves in the employ of the militia or church as investigators, their natural perceptiveness giving them a keen advantage.

Ability Score Increase. Your Constitution score increases by 1.

All Seeing Eyes. Starting at 3rd level, you can use your action to unleash your progenitor's eldritch energy, causing eyes that glow with an ethereal quality to open along your body and clothing for 1 minute. For the duration, creatures within 60 feet of you can't gain advantage on attack rolls against you as a result of being invisible or unseen.

Starting at level 12 you also grow eye-covered eldritch wings which grant you a flying speed of 30 feet and the ability to see invisibility out to a range of 60 feet.

Once you use this trait, you can't use it again until you finish a long rest.

Watchers. You are proficient in the Perception skill.

Nebulare

Beneath the translucent skin of the nebulare flit constellations of multihued lights: galaxy-like swirls and nebulous clouds. In times of great peril, these colorful displays can erupt in a supernova-like display of radiant brilliance, creating localised gravitational fields that help ensure the escape, and continued proliferation, of the nebular demidritch.
Though the progenitor of the nebulare, an Outer God, has created no new nabulare for some time, the bloodline can go dormant for several generations, manifesting seemingly at random among newborns. Of course, with the Radiant Church experimentation in full swing, whether or not the recurrence of nebulare is really at random is an unanswered question.

Ability Score Increase. Your Strength score increases by 1.

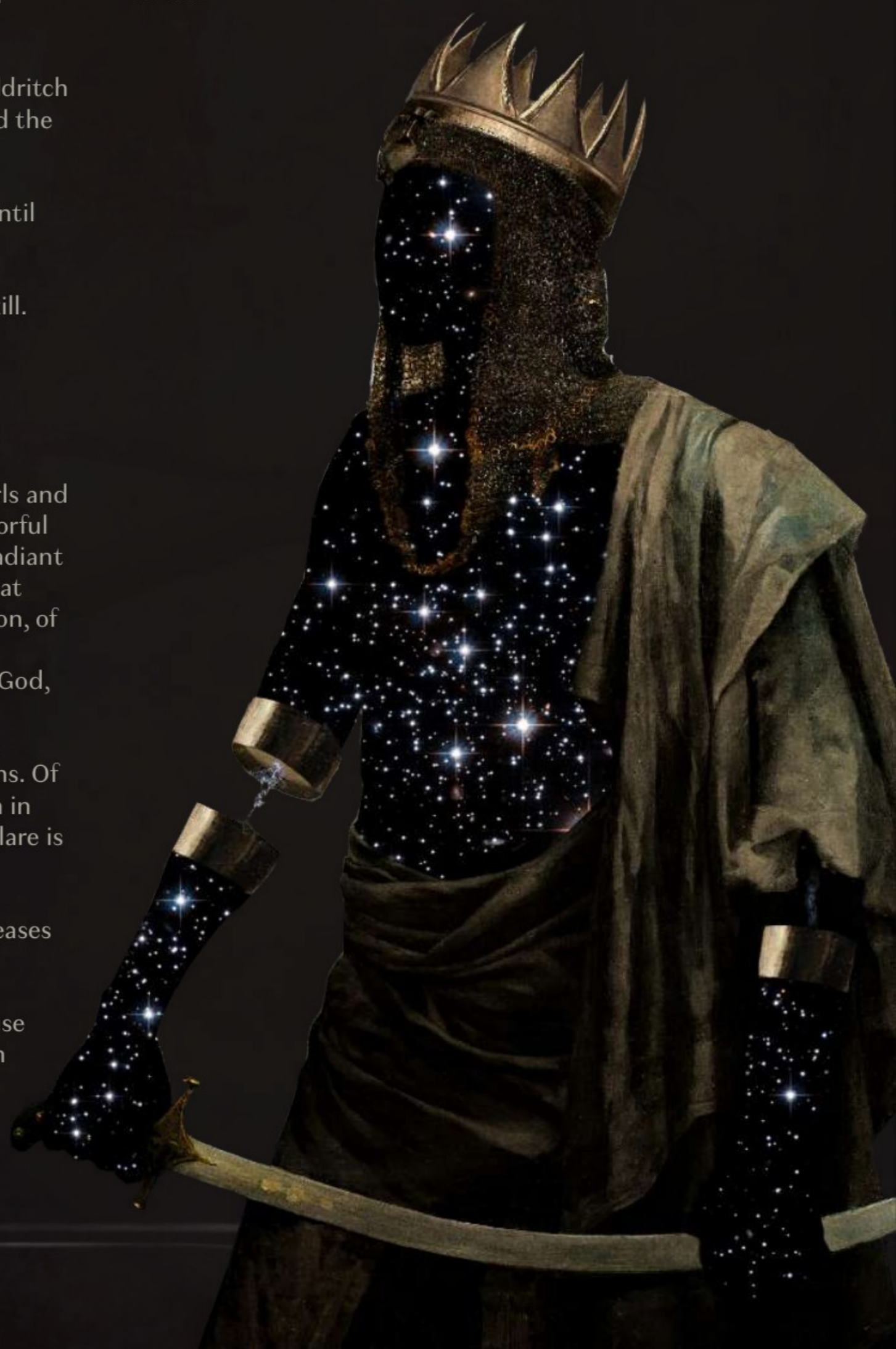
Astral Attraction. Starting at 3rd level, you can use your action to unleash the potential energy within yourself, causing your body to erupt with power and transforming it for 1 minute.

When you first transform, each creature other than you in a 10-foot radius centered on you must succeed on a Dexterity saving throw or take a number of d6s of radiant damage from the explosion equal to your proficiency bonus.

While transformed in this way, you shed bright light in a 10-foot radius and dim light for an additional 10 feet. You generate a powerful gravitational field. The area within a 20-foot radius centered on you is considered difficult terrain for creatures of your choice that you can see. Starting at level 12, this radius increases to 60 feet and you can ignore gravity, granting a flying speed of 30 feet during which you can hover.

Once you use this trait, you can't use it again until you finish a long rest.

Glow. You can cast the *light* cantrip on your own body at will.



DWARF

In the days of the First War, an era that marked the initial curiosity of myriad nations towards Luyarnha, a scattering of Dwarves from far-flung reaches of the world found themselves irresistibly drawn to this beleaguered city, a crucible of turmoil and devastation. Amongst those who joined the cause, the majority were mercenaries, whilst others were noble souls seeking to lend aid, and finally a few harbored ambitions of extracting wealth from the faltering nation. As the tides of war shifted, those Dwarves who had chosen to engage in the struggle were offered homes and gold in gratitude for their service, persuading many to remain, forever entwining their destinies with that of the city. The few families that had settled in Luyarnha commenced the trade of precious ores, using their connection to their homeland and harnessing the sophisticated railway system already in place there, thus expanding it within the very walls of the city-state.

The Cardinal Sin

"Thou shalt not steal," a dwarven tenet as ancient as their race itself, yet one that an unfortunate number amongst their kin failed to honor. In their homeland, theft was deemed a cardinal sin, punishable to the utmost extent of their laws, at times even by death. Those dwarves harboring avaricious desires deep within, biding their time for the perfect moment to sin unpunished, saw their opportunity amidst the war-torn Luyarnha. Concealed within the ranks of their well-intentioned brethren, they entered Luyarnha only to scatter, some swept away by the tide of war, but those who survived coalesced into marauding bands preying upon the vulnerable. Their plundering persisted until they dared to trespass upon a dwelling that should have remained undisturbed, its walls etched with an archaic language, and its occupant patiently awaiting their intrusion. Unwittingly, they had captured the attention of an entity far more formidable than they could fathom. On that ill-fated day, the lives of these dwarves were irrevocably altered, as they metamorphosed into the Y'ha-nthlei, the enigmatic Deep Ones, a destiny far grimmer than death.

The Long Night

A multitude of dwarves had chosen to dwell within the Waterfront district, where the ships dock lay, their shared culture fostering a harmonious coexistence. In a mutually beneficial relationship, they imbued the district with distinct dwarven elements, adding to the gothic architectural landscape and bequeathing the area with a unique aesthetic that endures to this day.

Yet, the enigmatic Deep Ones, though but a minority amongst Luyarnha's dwarven populace, insidiously encroached upon the Waterfront district. They renounced their thieving ways and instead, embarked upon a sinister campaign of abduction, forcibly indoctrinating their unsuspecting brothers into the worship of their slumbering sovereign, slowly corrupting the inherent goodness that once thrived within the district's walls.

One fateful night, the Deep Ones executed a vast, coordinated kidnapping, spiriting away hundreds of dwarves in the span of a single, darkened eve — the Long Night. Wanted posters soon plastered the city streets, while the cursed bloods and scions marshaled their forces, and the church dispatched their hunters, all determined to unearth the truth behind the sudden, inexplicable vanishings. And, as mysteriously as they had vanished, the dwarves reappeared, slumbering upon the shoreline, fragrant with the potent aroma of alcohol. The House of Blood's interrogations yielded naught, and soon town criers announced the incident a grand dwarven celebration of the new lunar year, characterized by inebriation and disorientation, leaving the dwarves with no clear memory of the events. Yet from that day forth, a heightened presence of hunters and wardens patrol the district, either to impart a sense of security or, perhaps, because those in authority are privy to some unsettling secret.

Ever since, the dwarves of Luyarnha have felt a disquieting shift in their lives. Though many remain untouched by the insidious corruption of the Deep Ones' cult, blissfully ignorant of its existence, uncertainty lingers in the air as to how long this fragile equilibrium will endure, before another Long Night befall the remnants of dwarvenkind within Luyarnha, reducing them to nothing but enslaved thralls.

Raiders to Smugglers

The Scions, scientists skilled in melding life through electricity to craft manikins and other constructs, grew increasingly reliant upon trade, their experiments demanding gold, mithril and other alloys capable of withstanding the forces of lightning. Yet, as the Scourge surged anew and Luyarnha was once more besieged, the Scions found themselves in dire straits, the resources essential to their groundbreaking research now perilously scarce.

In this desperate hour, the Y'ha-nthlei emerged, their singular mastery of smuggling enabling them to procure vital materials from beyond the beleaguered city. Young Deep Ones, proficient in navigation and seamanship, who retained greater control over their faculties, could alone navigate the hazardous routes into and out of Luyarnha, defying the lockdown imposed on the city. These enigmatic dwarves proved invaluable to the Scions, and in exchange for their services, the Y'ha-nthlei furthered their inscrutable goals, burrowing ever deeper into the city's fabric, drawing the unwitting populace closer to the unfathomable depths of their eldritch master's influence.

Owing to the secretive nature of the Deep Ones and the waning number of "ordinary" dwarves, the race is seen less frequently by the city's denizens. Although they continue to trade and offer their expertise in architectural planning and resource gathering, these skills diminished in importance as the Scourge expanded. Many dwarves adapted their inherent talents to farming, their stout physique ideally suited for laboring within the town's greenhouses, striving alongside others to produce sustenance for the populace. A handful of thrill-seeking dwarves enlisted in the ranks of the hunters, unfortunately a sizeable portion of battle-hardened dwarves unburdened by scruples have already fallen under the thrall of the Y'ha-nthlei, now toiling to fulfill the sinister objectives of their eldritch master rather than fighting for freedom.

DEEP ONE DWARF (Y'HA-NTHLEI)

Far removed from the splendorous halls of their ancestral kingdoms, the dwarves of Luyarnha have undergone a profound transformation, the likes of which none of their kin foresaw. These once grand merchants perpetrated a sin – coveting that which was not rightfully theirs – and for this dereliction of morality, they begot a curse of unspeakable malevolence, condemning their blood to the compelled service of He Who Lies Dreaming.

His Blessing. Their very nature was irrevocably altered, much like those who dwell beneath the fathomless depths of the ocean; relinquished was their mortality, traded for the cold embrace of eternal slavery. They would never perish, but instead live out their days alongside He who had walked the earth long before the advent of humankind and would endure their demise for wretched ages, forever bound as pawns in the insidious machinations of their infinite master. Their tragic fate – wrought by their own rapacious avarice – is the exorbitant price they paid for their crime, and one they cannot escape.

Adrian Prado

Deceptive Appearance. This curse has warped their flesh, normally so averse to magic, and created within them gates of eldritch arcane, imparting them with the peculiar ability to cloak their twisted forms, using illusions that can deceive even the keenest adventurers into seeing them as bona fide dwarves.

Accursed Immortality. Despite possessing full control of their mental faculty from a young age, their physical form twists and contorts as the impossible weight of the gift of the Slumbering One scrapes them minute after minute. Their once sturdy limbs warp and bend in grotesque fashion, their eyes become sunken and hollow, and their skin takes on a sickly gray pallor. The sanity of their younger days begins to slip away, leaving them at the mercy of His malevolent dreams and to dwell within their once dwarven flesh. This destiny – a fate more dreadful than death – is something that their aging mind anticipates with glee.

Deep One Dwarf Traits

Ability Score Increase. Your Constitution score increases by 2 and your Charisma score increases by 1.

Aberration. Your creature type is aberration, rather than humanoid.

Age. Deep One Dwarves mature much faster than humans, reaching maturity at the age of 10. They cannot die of old age; instead their aging mind progressively loses grip over their body, turning them into brainless servants of He Who Lies Dreaming when they reach 50 years of age.

Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet and you have a swimming speed of 25 feet.

Otherworldly Resilience. You have advantage on saving throws against poison, and you have resistance against cold damage.

Illusory Body. Although your body is covered in tentacles, clams, seashells, and other eldritch appendages, you are covered by an illusion which makes you appear like a normal hill dwarf to others. You can use an action to turn this illusion on or off. Other Deep Ones can see through this illusion.

Sailor Training. You have proficiency with cleavers, tridents, and firearms.

Amphibious. You can breathe air and water.

Cosmic Knowledge. Whenever you make an History check related to the origin of an eldritch item or construction, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Guiding Light. You know the *dancing lights* cantrip. Charisma is your spellcasting modifier for the spell.

The Dreamer's Curse. Your mind is clouded by the dreams of the Slumbering One, and you find it hard to discern between reality and dream. You have disadvantage on saving throws against illusions.

Fathomless Limb. Your body has been altered beyond recognition by the Slumbering One, giving you one of the following body alterations:

- **Coiling Arm.** Your arm is nothing but a writhing mass of tentacles that flail the air. On your turn, after hitting an enemy with a melee attack, you can attempt to grapple them as a bonus action (normal grappling restrictions apply).
- **Brutal Pincers.** Your forearm –a massive pincer– is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If you are targeting a creature you are grappling, the damage die becomes a d10 instead. You cannot use this arm to make any precise hand manipulation.
- **Mucoid Extremities.** Your hands and feet are palmed and covered in cups. Your swimming speed increases to 30 feet, and you gain a climbing speed of 20 feet.

Languages. You can speak, read, and write Common, Deep Speech, and Dwarvish.

The Dreamer's Gifts (Optional Trait at the GM's Discretion). Your devotion to the cosmic being that warped your species is rewarded. Starting at level 5, you gain the following benefits:

- Whenever you fail an ability check or saving throw, you can draw upon your master's powers to succeed instead. Once you've used this ability, you can't do so again until the Dreamer has replaced one of your d20 rolls with a 1. The GM decides when this unfortunate moment happens.
- You are immune to the curse of the Slumbering Moon.

ELF

In the gloaming twilight of ages past, when the world itself was young and the call of destiny echoed through the vastness of the northern plains, there arose a civilization of grace and beauty, the likes of which had never been seen before. The elven empire, a realm of fey and arcane, shone as a beacon of power, casting its imperious glow across the lands. Yet, the inexorable march of time would bear witness to the unraveling of this once-grand society, their fate inextricably intertwined with the tapestry of an arrogant world destined for change. The elves would soon find themselves at a crossroads, caught between the shadows of their illustrious past and the all too certain demise held in their future.

Convergence of Fate

Eons ago, the elven empire, though small in population, stood as a formidable presence, their arcane mastery eclipsing that of rival races. Alas, their splendor was not to endure, for they lost their sacred bond with the Fey, precipitating the decline of their magically sustained harvests, invigorating waters, and enchanted healing arts. Thus, they found themselves plunged into the waning years of their once-great sovereignty. The wood elves, dwelling near the Human Empire, were the first to extend the olive branch, recognizing that further conflict would hasten their own decline—a truth they carefully concealed in their negotiations. Once adept at withstanding nature's whims through their proximity to the Fey, their severed connection left them ill-prepared for the labor required to cultivate crops, construct canals, and furnish the sundry essentials needed to sustain their populace.

As their numbers waned day by day, the elves found themselves on the brink of extinction—vulnerable to any natural catastrophe, unable to reproduce in sufficient quantities, and ill-suited for the arduous labor required to sustain them. Driven by necessity, they embraced innovative ideas, and a pioneering group, after negotiations, began to establish a settlement with humans, soon christened Luyarnha.

In Luyarnha, elven agricultural wisdom formed a symbiotic relationship with humanity's resilience, shielding them from the merciless onslaught of frigid winters and searing summers. The Elves' affinity with celestial bodies endowed them with unparalleled insight into the mysteries of nature, which, when conjoined with the tireless efforts of mankind, enabled their joint civilization to flourish. As the city expanded and modernized, elven customs evolved, and the crushing tide that once threatened their survival ebbed, enabling their population not only to stave off extinction, but also to burgeon anew.

Divinity, Nature & Science

Once devoted to the worship of nature-centric deities, the elves gradually shifted their focus as technology progressed, seeking refuge and survival within its innovations. Though their expertise in the magical arts, particularly clerical, was unparalleled in ages past, they now predominantly occupied the roles of scholars and scientists, delving into the enigmas of the world.

Wood Elves, indigenous to Luyarnha, comprised the majority of the city's denizens. Nevertheless, additional elven kindreds would, in due course, venture into the city-state and establish residence, notably during the tranquil era subsequent to the First War, when Luyarnha proved its might to the wider world. High elves, in particular, were enticed by the city's allure, with a number opting to dwell therein. This diverse elven assembly, alongside humans and their mutual progeny, accounted for approximately three-quarters of the citizenry residing within the high walls.

The Wood Elves of Luyarnha were lithe and elegant, their visages defined by sharp features and elongated ears. Their skin tones, ranging from earthy browns to lush greens, evolved to facilitate cover within their surroundings, resonating with their sylvan origins. The urbanization of the elves led to further adaptation, their skin assuming stone gray hues and even obsidian black shades that echoed the gothic architecture around them. Yet their eyes, unaltered by change, continued to reflect the verdant hues of the forests they once inhabited, gleaming with wisdom and intellect.

In their fervent devotion, surpassing that of their human comrades, the elves persist in venerating a myriad pantheon of divine beings. They stand as the original acolytes of the Radiant One, instigating the dissemination of the faith throughout the metropolis and retaining their esteemed position as the foremost faction within the sacred congregation. In contrast, myriad other elven gods have all but evaporated into the mists of time, with the lion's share of their kindred either straying away from the divine or electing to pursue the blazing beacon of the Radiant One.

Survival Above All

Elven society accorded little importance to nobility – though their blood was atop the throne – who in turn regarded them with indifference, deeming the elves excessively preoccupied with survival and devoid of ambition. Such accusations were not entirely unfounded, for elven fertility paled in comparison to that of humans, and their delicate constitutions made them more susceptible to illnesses, which, in the absence of suitable remedies, could rapidly turn fatal. As a result, to this day, elven aspirations often stem from a deep-seated desire to avert the extinction of their race, with the nature of such a threat transforming from a myriad afflictions into a singular plague – the Scourge.

Optional Rule - Frail Constitution

Elven bodies are meek and frail. As an elf character, any ability score increase you gain in your race or subrace cannot be applied to your Constitution score.

HALF-ELF

In the heart of Luyarnha, a unique and esteemed lineage arose from the union of elven and human ancestry. Half-Elves were undoubtedly cherished inhabitants of Luyarnha, in contrast to the disdain with which they were regarded in the human and elven kingdoms of old, Luyarnha provided a sanctuary where they could not only survive but thrive. Consequently, many Half-Elves, seeking to escape the scorn of their homelands, flocked to Luyarnha in its nascent years to forge new destinies and embrace the promise of a brighter future.

Optional Rule - Weak to Madness

Half elves share both the blood of humans and elves, such a tight balance can easily be disrupted by outside forces. You have disadvantage on saving throws against madness.

Emblematic of the metropolis, Half-Elves garnered respect and admiration, flourishing within the city's walls, ascending to the role of aristocrats through their noble deeds in the midst of the city's creation, and being henceforth referred to as "noble-bloods." Among them, a prominent family emerged —the Silverblood, a name adopted to signify their royal lineage. Once secured within the upper echelons of society, half-elves began to thrive, and any who failed to attain such status in those times were either lost in the obscurity of the gothic city-state or met a tragic end at the hand of rival families.

The birth of a Half-Elf was not a common occurrence, as it required the union of pure human and pure elven parents, or that of two Half-Elves. Should their fey blood be diluted further, the offspring would either become wholly human or the fey influence would dominate, resulting in pure elven children. In an effort to preserve their distinctive heritage, the nobility maintained a close-knit familial circle, akin to the aristocracy of other realms. However, this insular approach led to increased consanguinity, birthing madness within the noble bloodline.

Maximiliano Moretto

One tragic example of this affliction was the Godless King, a deranged Half-Elf who ascended the throne and declared the worship of any entity beyond himself and the State an act of treason. His reign of insanity was short-lived, especially so for one possessing elven blood, as the people, aided by the Radiant Church, rose up against the tyrant. In a climactic moment of rebellion, the Godless King was murdered, his head then severed from his body as a symbol of the people's revenge.

Yet, from the ashes of this dark chapter, a legend emerged. The Godless King's descendant, the illustrious Steinhardt, rose to become one of the most renowned hunters and saviors of Luyarnha, earning the adoration of the city's inhabitants and cementing his place as a true hero. Through his courage, skill, and dedication to the people, Steinhardt not only redeemed the Silverblood name but also forged a legacy that endures despite his disappearance and still inspires hunters to this day.

Gaining Status

Half-Elves earned their esteemed status within Luyarnha through acts of diplomacy, valor & wisdom. Their involvement in the First War saw them rise as crucial mediators, bridging the gap between races and fostering unity in times of strife, where racial blame was becoming an easy scapegoat for the populace's struggles. Their ability to understand and appreciate the values and customs of both humans and elves granted them the unique opportunity to create lasting alliances between the two races, and bring about peace where others would have failed. This mixed heritage also granted them an edge when negotiating with other races, such as the orc and dwarves, who were likely to make deals with them rather than an individual of another race, as their blood carried no inherent in-group bias, or so they believed.

In addition, their keen intellect and charismatic presence make them fantastic leaders, and they have been known to inspire loyalty and devotion from those they lead, and keep their focus in times of struggle, capable of directing the populace towards a victorious war. Beyond their political acumen and strategic prowess, Half-Elves possess a range of other assets that set them apart from other races. Additionally, their inherent charm and natural talent for diplomacy enable them to forge connections and alliances with ease, solidifying their influence within the city and beyond.

Strategic Minds

In times of war, Half-Elves have displayed an exceptional capacity for strategic thinking. Their elven intuition and human adaptability make them formidable tacticians, capable of anticipating enemy movements and devising innovative battle plans. Their capacity to rally disparate forces and marshal them under a single banner has been invaluable in countless conflicts, ultimately contributing to their elevated status within Luyarnha.

Half-Elves excel not only in matters of war but also in the broader realm of strategic planning. They are often sought for their wisdom and insight, applying their intellect to solve complex problems and navigate intricate social and political networks. Their ability to see multiple perspectives allows them to create plans that account for the needs and interests of various factions, fostering stability and prosperity within Luyarnha, though many of them aren't above making sure that these plans serve everyone, but mostly themselves, hiding this fact behind smiles and complex jargon, or simply hiding the better outcome that could be achieved, and only presenting the one benefiting them instead. Their human strength makes them resilient fighters, while their long lifespans from their elven lineage grant them the benefit of accumulated knowledge and experience.

The Sin of Pride

Behind the stately facades of their mansions and the elegant veneer of their public personas, some Half-Elves can exhibit a sense of arrogance and haughtiness, particularly when they find themselves in the company of their own kind. Born of two worlds, they often perceive themselves as superior to both humans and elves, considering their mixed heritage as the pinnacle of racial refinement. This inflated self-image is reinforced by their numerous accomplishments and the great respect they command within Luyarnha. This pride can manifest in condescending behavior, smugness, and a propensity to dismiss the concerns of those they deem inferior. It is not uncommon for them to relish their position of power and wealth, flaunting their assets and influence to bolster their egos. This prideful demeanor, however, is not without consequence. Their arrogance can create rifts within their own ranks sowing seeds of discord, leading to the rise of rivalries, enmities, and vendettas, which are oft too common with the aristocracy and nobility, and threatens to unravel the delicate balance of power they have so skillfully maintained. Not all Half-Elves are consumed by arrogance, and many strive to rise above this flaw, recognizing the dangers it poses to themselves and the city they hold dear.

HUMAN

Compared to many other races, humans are blessed with incredible fertility, leading to them becoming one of the most populous races in Luyarnha. Due to the city's location in the northern reaches of the world, where the sun's rays are often veiled, the majority of humans, who descend from the original settlers, have lighter skin tones. However, the city's thriving trade, commerce, and opportunities have attracted a multitude of ethnicities. Today Luyarnha's human population contains many pockets of diverse culture, more-so than any of the other races present within its walls.

Builders and Thinkers

The humans of Luyarnha have crafted magnificent edifices that pierce the heavens, defying the oppressive weight of gravity, serving as both homes and fortresses, providing sanctuary from the lurking terrors that slither in the shadows of the night. Many of the intricate stone carvings and statues that embellish the walls of the city, depicting tales of heroism and sacrifice, are a testament to the resilience of the human spirit. They have also engineered vast networks of aqueducts and sewers, ensuring that the city's inhabitants are supplied with fresh water and a means to maintain their urban environment. These marvels of human ingenuity stretch like veins beneath the city, a vital and complex circulatory system that sustains life, even amidst the encroaching gloom.

In the cultural realm, humans have merged their culture with that of the elves since the city's founding, establishing grand libraries and academies, nurturing the arts, sciences, and the pursuit of knowledge. Within these hallowed halls, scholars and philosophers probe the mysteries of the world and the cosmos, striving to unlock the secrets that lie hidden. The arts flourished as well, with poets, musicians, and painters weaving a tapestry of experiences that both defies and embraces the constant dance of light and darkness that permeates Luyarnha.

Sacrificial Heroes

Humans stand as a testament to the power of resilience and adaptability. Countless courageous souls have sacrificed their lives in the hope of eradicating the terrors that loom, their spirit and bravery serving as a beacon of hope for others. While some may be more susceptible to despair, blind to the good they've done in the world, their contributions to the city's defense against the insidious darkness cannot be misconstrued. It's this spirit of determination that has led humans to pour their blood, sweat, and tears into lifting Luyarnha from obscurity to the thriving city-state it was at its apogee.

Many humans take immense pride in the sacrifices their ancestors made to provide them with the lives they enjoy today. Faced with the Scourge, the majority of mankind would rather lay down their lives than let the city, which represents the legacy of their forebears, be torn asunder by mindless beasts. Their unwavering commitment to Luyarnha's survival has made humans an essential force in the city's ongoing struggle against the plague that threatens to engulf them all.

Though humans have done much to shape the city's destiny for the better, some among them are enticed by the allure of power, pursuing their ambitions with reckless abandon. In a world as interconnected as Luyarnha, the actions of a single individual can reverberate throughout the city, causing untold consequences for many.

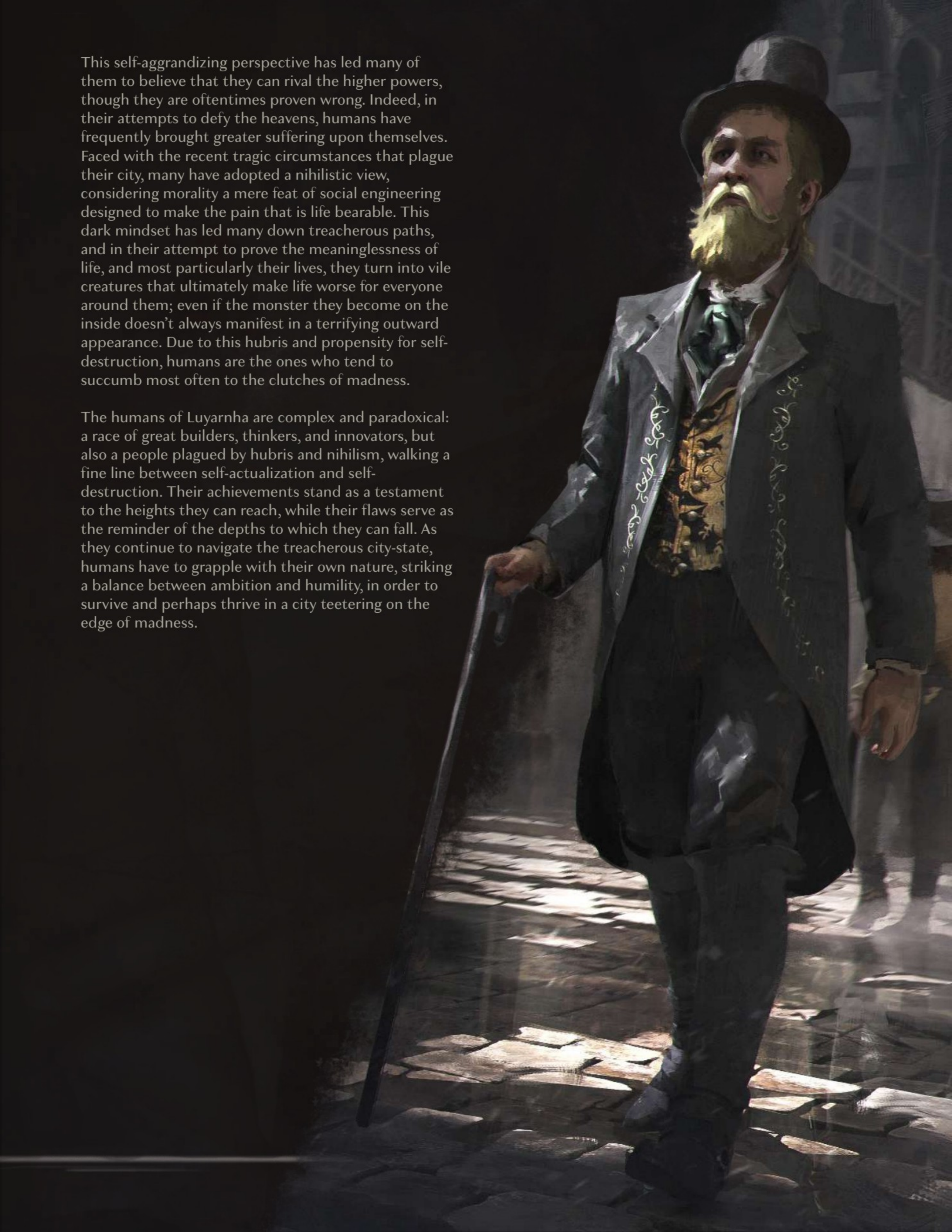
Wrestling With Morality

The humans of Luyarnha remain a curiously secular people, though they have contributed significantly to the city's infrastructure and religious sites, building most of the temples and shrines that dot the cityscape, they harbor a peculiar hubris, attributing their achievements to their own capabilities rather than any divine intervention, inspiration or guidance. Despite the influence of the Radiant Church and its redemptive teachings, the human population remains largely resistant to the solace and guidance offered by the divine. In their relentless pursuit of individual achievement and self-reliance, they have become disconnected from the spiritual comfort and magic that could help them endure the grim reality of their existence, as they have for many others.

Dark Lord Studios

This self-aggrandizing perspective has led many of them to believe that they can rival the higher powers, though they are oftentimes proven wrong. Indeed, in their attempts to defy the heavens, humans have frequently brought greater suffering upon themselves. Faced with the recent tragic circumstances that plague their city, many have adopted a nihilistic view, considering morality a mere feat of social engineering designed to make the pain that is life bearable. This dark mindset has led many down treacherous paths, and in their attempt to prove the meaninglessness of life, and most particularly their lives, they turn into vile creatures that ultimately make life worse for everyone around them; even if the monster they become on the inside doesn't always manifest in a terrifying outward appearance. Due to this hubris and propensity for self-destruction, humans are the ones who tend to succumb most often to the clutches of madness.

The humans of Luyarnha are complex and paradoxical: a race of great builders, thinkers, and innovators, but also a people plagued by hubris and nihilism, walking a fine line between self-actualization and self-destruction. Their achievements stand as a testament to the heights they can reach, while their flaws serve as the reminder of the depths to which they can fall. As they continue to navigate the treacherous city-state, humans have to grapple with their own nature, striking a balance between ambition and humility, in order to survive and perhaps thrive in a city teetering on the edge of madness.



ORC

Within the city-state of Luyarnha dwell the Orcs, a race of imposing, grey-skinned beings marked by fearsome tusks and endowed with a remarkable flair for commerce. Rumors have it that they are bound by an ancient curse of avarice, which gnaws at the core of their being. Others contend that this unrelenting thirst for wealth is merely the result of a culture forged in hardship and adversity. The true genesis of their greed may remain shrouded in mystery, yet the Orcs, in their wisdom, sought to temper this insatiable hunger for wealth through the teachings and customs of their society.

Wealth of Culture

Their culture holds strong to the belief that children must prove their worth without a handout. Monetary gifts to one's offspring are deemed disgraceful, for they rob the young of the opportunity to cultivate resilience and self-reliance. Conversely, as Orcs mature, they learn to venerate those who gave the most, fostering within themselves a drive to build vast industries and businesses that generated immense wealth. This allowed them to engage in acts of profound generosity, particularly as they entered the twilight of their years. Thus, a dual nature arose within them, marked by wealth-acquisition in their youth and magnanimity in their later years.

The religious practices of the Orcs provided a moral compass to navigate their perilous lives, leading many to serve the Radiant church. The enigmatic figure at the head of this institution was himself an Orc, and many of the clergy who followed his teachings bore the same lineage. They embraced the notion that giving oneself, in the form of time and service, was as vital and noble as offering material wealth. In this way, the Orcs transformed their avarice into a force for good, finding redemption in the paradox of their existence.

Advisors, Merchants & Warriors

In the city-state of Luyarnha, Orcs dominated the mercantile landscape, owning businesses both small and grand. Among them was the visionary founder of the Scions, those daring scientists who harnessed the power of electricity and death to create life. His legacy persisted even after his demise, as the Scions gained a foothold within the city and established their reputation among the greatest minds.

Orcs were known for their preference for autonomy, often declining to work under the authority of others, particularly if they were of a different race. Instead, they sought complete control over their labor, believing that it was better to acquire wealth in this way, striving to build their own empires within the city. Their imposing stature towered over most other humanoids, making them ideal candidates for more physically perilous roles.

Younger Orcs, driven by the pursuit of wealth and greatness, often joined the ranks of the hunters. As protectors of their fellow citizens, they found that few professions were as selfless and rewarding as this noble pursuit. Orcish culture, more particularly their relationship with wealth, is such that they are remarkably resistant to corruption. Elders within their society hold little interest in accumulating riches, while their younger counterparts perceive bribery and similar methods of obtaining coin as dishonorable and disrespectful. To accept such offerings is to admit one's own inability to acquire wealth, an affront to the self-reliance that orcs value so dearly. Such resolution against the allure of corruption has led numerous elder orcs to occupy advisory positions within the political and religious institutions of the city. Their counsel, untainted by the temptations of material gain, springs from an earnest desire to assist and guide those in need, thus, their wisdom is sought and valued by those who recognize the purity of their intentions and the absence of ulterior motives.

Origin

In the distant past, far beyond the reach of memory, the Orcs were a nomadic tribe, roaming vast expanses of hostile lands, yearning for a better future. Driven by their insatiable desire for wealth, they engaged in both trade and plunder, amassing a treasure trove of knowledge and resources. These nomadic Orcs were known for their barbaric and greedy nature, as they pursued their fortunes with little regard for others.

In the course of their wanderings, the Orcs discovered the burgeoning city-state of Luyarnha. Nestled in a strategic location, blessed with fertile soil and abundant water, teeming with opportunities, and importantly, protected from the reach of the human kingdoms – who had developed a hatred of goblinoids – the city held a magnetic allure for the enterprising Orcs. They recognized that plundering and ransacking Luyarnha would lead to their inevitable destruction, as the might of the city-state would crush them and eradicate their kind from the world. Thus, a majority of them opted to suppress their barbaric instincts, hoping to transform their nomadic existence into a stable and prosperous civilization within Luyarnha's walls, whilst the rest of them continued in their journeys.

Initially, the Orcs' arrival in Luyarnha was met with suspicion by the native population, who had labored tirelessly to build their city and would not let outsiders reduce it to ashes. However, as the city's denizens observed the Orcs' indomitable spirit and keen intellect, their apprehension gave way to acceptance. The Orcs soon became an integral part of Luyarnha's tapestry, contributing to its growth and development. Their presence served as a catalyst for change, inspiring the city to treat outsiders with greater respect, acknowledging the potential value they could bring.

The Orcs' decision to remain within Luyarnha was further solidified by the ascension of the Radiant Church. Prior to its establishment, many Orcs resided in the city solely to satisfy their mercantile ambitions, yet they harbored a profound spiritual yearning. The teachings of the Radiant Church resonated with their longing for a higher purpose, offering a means to reconcile their cursed avarice with the pursuit of virtue. The Orcs embraced this newfound faith, and many devoted themselves to the service of the Radiant Church, finding solace and redemption in its hallowed halls.

Thus, the Orcs became a part of Luyarnha's history and identity. Their influence pervaded every aspect of the city's life, from the bustling marketplaces to the grand cathedrals, and their story became inextricably linked with that of the city they now called home. As they adapted to their new surroundings, the once-barbaric and greedy Orcs found a way to channel their innate desires towards the greater good, forever changing the course of their destiny.

MANIKIN

With a touch of gold, a breath of lightning, and hours of meticulous welding and articulation, a manikin is 'born'. Often called 'marionettes' or 'living dolls', these creatures were originally the creations of the Scions, a Luyarnhian sect who seek to craft a force capable of protecting the city. Though each manikin looks different—indeed, they can resemble any race—the thin golden stitching that joins the plates of their artificial skin is a giveaway that the creature is a man-made creation.

Roman Kuzmin

Free Will. Inscribed on human eyes inside their skulls are the instructions which all manikin obey. More often than not, this includes a safety system that ensures adherence to the law and prevents a manikin turning on their master. In some cases, a crafter might even cause the manikin to feel love for their creator. Conceived as animate objects capable of carrying out the instructions, manikin who express thoughts of self-liberation are often disposed of before these thoughts turn into acts. Though the Scions intentions were initially noble, playing god has given them a taste for power and they have no intention of granting free will to their animated servants.

Manikin Traits

Ability Score Increase. Your Constitution score increases by 2.

Age. As they are not alive, Manikins do not age. However, their materials slowly lose their magic essence over time, meaning they will ultimately lose control over their entire body and turn back into inanimate objects.

Creature Type. You are a Humanoid. You are also considered a Construct for any prerequisite or effect that requires you to be a Construct.

Size. Manikins can be small puppets or imposing wardens. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 30 feet.

Born to Serve. Manikins are made to be unable to hate or resent their creators. This lapse in judgment affects you in all circumstances. You have disadvantage on Insight checks.

Lightning Heart. You have resistance to lightning damage.

Living Material. Manikins don't need to eat, drink, or breathe and are immune to the poisoned condition. In addition, their metallic mind is incorruptible, they have advantage on saving throws against madness.

Modular Gold Plating. Your body has built-in defensive layers, which determine your armor class. You gain no AC benefit from wearing armor, but if you are using a shield, you apply its bonus as normal. Through 8 hours of work in a specialized workshop, you can alter your defensive layers to the Medium Armor or Heavy Armor options below, or back into your Unarmored state.

- Prerequisite: Unarmored; AC = 11 + your Dexterity modifier

- Prerequisite: Medium Armor proficiency; 13 + your Dexterity modifier (maximum of 2) or Strength modifier (maximum of 3). Choose which modifier when you gain this state.

- Prerequisite: Heavy Armor proficiency; AC = 16 + your Strength modifier (maximum of 2).

If you use your Strength modifier for AC, you have disadvantage on Stealth checks.

Languages. You can speak, read and write Common.

Subraces. Manikins can be created for a variety of purposes, but they are mostly divided into three subraces: Custodian, Handler, and Thespian. Choose one of these subraces.

Custodian

Custodians are built as an alternative to golems and commonly find use as butlers, laborers, and cannon fodder. Sentient beings, they are sworn to defend the person –or customer– for whom they were created. The death of their owner often leaves them aimless, wandering the world like masterless hedge knights in search of meaning.

Ability Score Increase. Your Strength score increases by 1.

Careful Defender. Designed to protect, you are adept at throwing yourself in the way of harm to shield others. When a creature within 5 feet of you is targeted by an attack, you can use your reaction to jump in front of it. If the creature is willing, you switch places with it, becoming the target of the attack instead. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Thespians are dolls often created in the image of a living being. Sometimes this is borne of innocent adoration. At others, it is the product of malicious obsession.

Handler

Handlers are designed for espionage. Matte pigments and a slim build help handlers disappear into the shadows, while their hidden weapons can be quickly equipped and stowed for swift assassinations.

Ability Score Increase. Your Dexterity score increases by 1.

Inconspicuous Appearance. You are a master at blending into your surroundings. You gain proficiency in the Stealth skill and with disguise kits.

Embedded Armament. You can have up to two melee weapons embedded within your body. Each weapon must have either the finesse or light property. During a short rest, you can remove one or both weapons and exchange them for other appropriate weapons you are holding. As a bonus action, you can draw or stow one or both of these embedded weapons. You can't be disarmed of your embedded weapons, short of having your arms cut off.

Thespian

Made to entertain, thespians bring joy to nobles, the clergy, and commoners alike. The only type of manikin designed without lethal intent, these manikins' bodies are supported by invisible, intangible strings, allowing them to move seemingly in defiance of physics. As the plague worsened, the Scions bent their will to producing manikins capable of combating the Scourge, and so the number of thespians has steadily dwindled.

Ability Score Increase. Your Charisma score increases by 1.

Artist's Puppet. You gain proficiency in the Performance skill.

Ethereal Strings. As a bonus action, you can attach yourself to a willing creature you can see within 30 feet of you via a set of immaterial strings for 1 hour. If the creature you're attached to doesn't use all of its movement on its turn (if it has multiple movement speeds, pick the highest one), you can use your reaction at the end of the turn to move a number of feet equal to its remaining movement. Once you attach yourself to a creature in this way, you can't do so again until you finish a short or long rest.

SCOURGEBORNE

Scourgebornes should not exist. They are an abomination of the world, a vile curse placed on those who peered beyond the veil and succumbed to madness. Their twisted appearance is but a mirror of the darkest recesses of their personality. All sentient creatures harbor a monster within their soul - the dark of you that resents your neighbor for having a better life than you, that hates your friends when they ignore you, that wishes to harm those that wrong you - most are fortunate enough to be able to hide this monster behind a mask of false virtues. Not the Scourgeborne.

Their curse has taken all the most twisted aspects of their personality and laid them bare for the whole world to see. They wear this disfigured appearance every day; the more resentment, hatred and anger one possesses, the more monstrous the appearance.

Many view this Eldritch revelation as a curse - a curse that drives one to slip deeper and deeper into the depths of depravity until nothing but the monster remains. Yet, many refuse to let it break them - with their innermost darkness now visible, they have no choice but to accept it. It is said that accepting a fault is the first step in correcting it. Those scourgeborne who embrace their inner monster, but refuse to let it rule them, often become messianic heroes within the walls of Luyarnha, attempting to redeem the entire world with their actions, and perhaps one day, themselves.

> *"You're a saint are you? You've never lied, never deceived, never resented anyone, never wanted to mangle the corpse of your enemies, never wanted to destroy their reputation? You judge me because I look like a monster, but you're the same. You just prefer to lie to yourself."*
>
> —*Martyr Tulio*

Scourgeborne Features

Ability Score Increase. Your Constitution score increases by 1.

Age. Scourgeborne are made not born. This means that they mature at the same rate as the race they originally belonged to.

Size. Scourgeborne are about the same size and build as humans. Your size is Medium.

Languages. You can speak, read, and write Common and one other language of your choice.

Speed. Your base walking speed is 30 feet.

Feral Limbs. The horns, claws or fangs that you have developed due to your mutation are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If your alignment is Evil, your feral side is more dominant and the die size for your unarmed strikes increases to a d8.

Eldritch Curse. Your curse is not something mere mortals can undo. You are immune to any spell that would alter your form. (e.g., *alter self, polymorph*...)

Born of Madness. Your body is not the one you were born with, but rather the consequence to your exposure to eldritch madness:

- If your alignment is Good, you gain control over your darkest impulses. You have advantage on saving throws against madness.

- If your alignment is Evil you let the depraved monster within you influence you. You have disadvantage on saving throws against madness but gain a bonus to Dexterity saving throws equal to your Proficiency bonus.

Subraces. Your subrace is dictated by an eldritch curse, which doesn't seem to follow a clear reasoning, although it seems that whatever aspect of your personality is most depraved will influence the beast that emerges. There are 4 subraces: Aranea, Belua, Cervus and Vespertilio.

Aranea

The person who schemes and creates a web of lies around themselves is, unsurprisingly, bound to turn into an arenea. Also known as half-spiders, these scourgeborne differ from others - though many turn, few retain their sanity. Amongst the scourgeborne, areneas are the least trusted, their appearance revealing their former - or current - manipulative personality. Although most citizens understand the need for violence, especially in Luyarnha, none tolerate deception and betrayal.

Ability Score Increase. Intelligence score increases by 1 and one ability score of your choice increases by 1.

Spider Climb. You have a climbing speed of 30 feet. In addition, you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. You can only do so for a number of minutes equal to your proficiency bonus and you regain all expended minutes when you finish a long rest.

Web Spit. As a bonus action, you hurl sticky web at a creature within 60 feet of you; it must succeed on a Dexterity saving throw (DC = 8 + your proficiency bonus + your Constitution modifier) or be restrained by the webbing. As an action, the restrained target can make a Strength check against the DC, bursting the webbing and freeing itself on a success. The webbing can also be attacked and destroyed (AC 10; HP equal to 3 times your proficiency bonus; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). Once you use this trait, you can't use it again until you finish a long rest.

Belua

Those that harbor seething anger within oft turn into the most feral of beasts. Belua - also known as half-wolves - are the most feral of all the Scourgeborne roaming the streets of Luyarnha. Many of them choose to hide their eyes, as their intense bloodlust turns their gaze crimson red, a terrifying sight for the uninitiated.

Ability Score Increase. Your Strength score increases by 1 and one ability score of your choice increases by 1.

Keen Hearing and Smell. You have advantage on Perception checks that rely on hearing or smell.

Hungry Jaws. As a bonus action, you can attempt to feed off of a creature within 5 feet of you. Make an unarmed strike. On a hit, you regain hit points equal to the damage dealt. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Cervus

The rarest amongst the scourgeborne. To become a cervus, also called half-deer or waldschrat, one must have committed the foulest of sins - devouring the flesh of their kin. Or so the rumor went. This urban legend has long since been disproved as many of the town's most trusted figures have turned into such creatures. Interestingly, it seems that those that become cervus are the most apt at fighting creatures of the night, an achievement that earns them the respect of hunters across the city-state.

Top right and left: Roman Kuzmin; bottom right: Carl Hassler

Vespertilio

Those who hid in fear in the face of adversity are cursed to become these beasts of the night. Vespertilio - also known as half-bats - present some of the most accursed beings amongst the scourgeborne. Their unwillingness to see their problems has taken a literal form as most of their sight was stolen from them. Instead, they received half broken wings in a cruel farce of fate, as if to run away from their problems. Yet those who harness these new powers can become some of the fiercest hunters - an act of defiance against fate itself.

Ability Score Increase. Your Dexterity score increases by 1 and one ability score of your choice increases by 1.

Echolocative Sight. You have blindsight out to 30 feet and have disadvantage on any ability check or attack roll that requires sight beyond this radius.

Tattered Wings. You can use a bonus action to gain a flying speed of 30 feet until the end of your turn. If nothing is holding you aloft at the end of your turn, you fall. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.

Ability Score Increase. Either your Wisdom score or Strength score increases by 1 (your choice), and one ability score of your choice increases by 1.

Goring Charge. If you move at least 20 feet straight toward a creature and then hit it with a melee attack on the same turn, that target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone. If the target is prone, you can make one melee attack against it as a bonus action. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Nimble build. Your movement speed increases by 10 feet.

JAEGER Class Details

An unassuming human pounces in the night, his blade and revolver at the ready. A gunshot, followed by the sound of metal against flesh and the splattering of blood over cobblestone. He snickers before plunging his blade anew into his battered prey.

An elegant manikin vaults atop a maddened monster, before putting the barrel of her cannon against its skull and pulling the trigger. She always loved explosions.

Battleaxe in hand, a massive tiefling brutally decapitates a beast, then leaps towards another, impaling the silvered weapon in the creature's chest and ripping a gashing wound from neck to groin.

Jaegers are defined by their efficiency in battle, using their mastery over both steel and gunpowder to lay waste to all who oppose them. More than just soldiers, their skills represent the last wall of defense of a world fated to extinction; they are unstoppable and unbreakable. They strike fear in the heart of their foes, and bring hope to those they protect.

Engineered Perfection

In the ease and safety that contemporary advancements bring, city dwellers frequently forget how fortunate their lives are. They have all but forgotten the life of pain that would befall them if the system failed. Which is precisely what took place in Luyarnha.

The urbanites were left defenseless when the scourge swept the streets of the city, snapping like twigs in the face of such ferocity. While the denizens of the town struggled against insurmountable odds, the church and the nobility didn't remain inert, instead concentrating their efforts to engineer the ideal weapon, something capable of annihilating the beasts plaguing the city. This weapon came to be known as the jaegers.

Jaegers thrive in the savagery of the hunt. Their reflexes more honed than that of mere mortals, jaegers are capable of dodging the most vicious of blows and using that momentum to drive their blade deep into the heart of their prey. A jaeger's thirst for battle is endless; only in inaction can they experience fatigue. They are the perfect weapon against the nightmarish tides of beasts and the sole reason Luyarnha still stands.

Bonds of Blood

One who hunts beasts is a "hunter", as they are commonly called by civilized society, but few hunters have the jaeger class. Coming from all walks of life, jaegers blend in with their communities, only unleashing their abilities in times of need. They act as guardians for people who are unable to defend themselves, and they serve as the bloody sword of vengeance in a world that is hell-bent on destroying itself. Life in the city-state of Luyarnha is fraught with peril: gang warfare, infectious madness, and harrowing beasts. Amidst this chaos, jaegers are the first to charge into battle so that their brothers and sisters can survive to live another day.

Jaegers rarely leave their home city of Luyarnha; they would rather die than see it fall to the scourge. Following the jaeger's creed—'survive together, or die together'—they never hunt by themselves unless forced to. The nights can be brutal and the beasts are relentless; against such a ferocious onslaught, only a united front can hope to survive. As a result, jaegers are aware of the importance of teamwork and never charge into battle alone, save to retrieve fallen allies. The bonds formed during the hunts are stronger than those of many families. Blood is thicker than water, and the gods know that blood is shed when the hunt rages on.

> *"There is nowhere left to hide. We know you now. We shall hunt you in every plane of existence. We shall cleanse these walls, then we shall cleanse the world. So look upon me now, beast, and know your slayer."*
>
> *—Steinhardt, The First Hunter.*

Maximiliano Moretto

CREATING A JAEGER

Think about the nature of your abilities and what gave rise to them as you construct your jaeger character. Were you one of the numerous orphans whose bodies were experimented on in the jaeger research project? Did you voluntarily join the ranks of hunters, or were you abducted and brainwashed into the ideal soldier? Alternatively, you might have defied the established order and joined the jaegers by a different route, perhaps after finding an eldritch carving and engraving it on your flesh. You might be self-taught—a loner who learned combat skills, tracking, or even a magical connection to the cosmos through the necessity of surviving the hunts. Alternatively, you might have learned from the comrades you now consider family.

What fuels you? Is it a visceral hatred of the beasts that slaughtered your loved ones? Or is it a reflection of your desire to stop these monsters' devastation, committing yourself to reining in their carnage? Is your adventuring career a continuation of your work in annihilating the scourge of beasts, or a significant change? What made you join a band of adventurers? Do you enjoy the break from the hunt that new allies provide, or do you find it difficult to teach them the jaeger ways?

Quick Build

You can make a jaeger quickly by following these guidelines. First, make Dexterity your highest ability score, followed by Constitution, and then Intelligence. Second, pick a background, preferably one that involves the city of Luyarnha.

The Jaeger

LEVEL	PROFICIENCY BONUS	FOCUS POINTS	MOMENTUM DIE	FEATURES
1st	2	1	—	Flexible Combatant, Focus, Eldritch Hunter
2nd	2	2	1d6	Momentum, Fighting Style
3rd	2	2	1d6	Jaeger Chapter, Piercing Gaze
4th	2	2	1d6	Ability Score Improvement, Seasoned Survivor
5th	3	3	1d6	Extra Attack
6th	3	3	1d6	Hunter's Pursuit
7th	3	3	1d6	Jaeger Chapter feature
8th	3	3	1d6	Ability Score Improvement
9th	4	4	1d6	Evasion
10th	4	4	1d6	Ability Score Improvement
11th	4	4	1d8	Lethal Tempo
12th	4	4	1d8	Ability Score Improvement
13th	5	5	1d8	Relentless Pursuit
14th	5	5	1d8	Jaeger Chapter feature
15th	5	5	1d8	Inured to Madness
16th	5	5	1d8	Ability Score Improvement
17th	6	6	1d10	Jaeger Chapter feature
18th	6	6	1d10	Eternal Watch
19th	6	6	1d10	Ability Score Improvement
20th	6	6	1d10	Always Ready

Ryan Bittner

CLASS FEATURES

As a jaeger, you gain the following class features.

Hit Points

Hit Dice: 1d8 per jaeger level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per jaeger level after 1st

Proficiencies

Armor: Light armor, medium armor
Weapons: Simple weapons, martial weapons
Tools: None
Saving Throws: Dexterity, Intelligence
Skills: Choose two from Acrobatics, Arcana, Athletics, History, Investigation, Medicine, Nature, Perception, Religion, Sleight of Hand, Stealth, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

Two martial weapons
(a) a pistol and pouch of 20 bullets or (b) any two simple weapons
(a) scale mail or (b) leather armor
(a) a dungeoneer's pack or (b) an explorer's pack

Flexible Combatant

Beginning at 1st level, you can draw or stow two one-handed weapons when you would normally be able to draw or stow only one, and you can reload weapons with the loading, reload, or barrel properties without a free hand.

Additionally, if you are carrying a one-handed melee weapon in one hand, and a one-handed ranged weapon in the other, you do not have disadvantage from being within 5 feet of a hostile creature on attacks made with that ranged weapon.

Focus

Starting at 1st level, your concentration during battle is razor sharp, letting you keenly focus during critical moments. You have 1 Focus Point. You gain additional Focus Points at 2nd, 5th, 9th, 13th, and 17th level, as shown on the Jaeger table. You can expend Focus Points to use Focus Arts. You learn two such Focus Arts: Weapon Parry and Dodge Step. You learn one additional Focus Art of your choice at 2nd, 7th, 13th, and 17th level. Your Focus Art options are detailed at the end of the class description.

You regain all expended Focus Points when you finish a short or long rest. When you roll a 20 on a saving throw or an attack roll against a hostile creature, you regain 1 Focus Point. When you roll initiative and have no Focus Points remaining, you regain 1 Focus Point.

Weapon Parry

Focus Art, reaction

As a reaction to being hit by a creature you can see within range of a weapon you are holding, you can expend 1 Focus Point to make a special weapon attack against that creature. This attack does no damage, but instead blocks an amount of damage from the incoming attack equal to the weapon's damage roll (including your ability modifier), unless your attack roll is a 1. On a 20, any weapon damage dice are rolled twice (like a critical hit would be), and if this total fully blocks the incoming attack, the target is stunned until the start of its next turn.

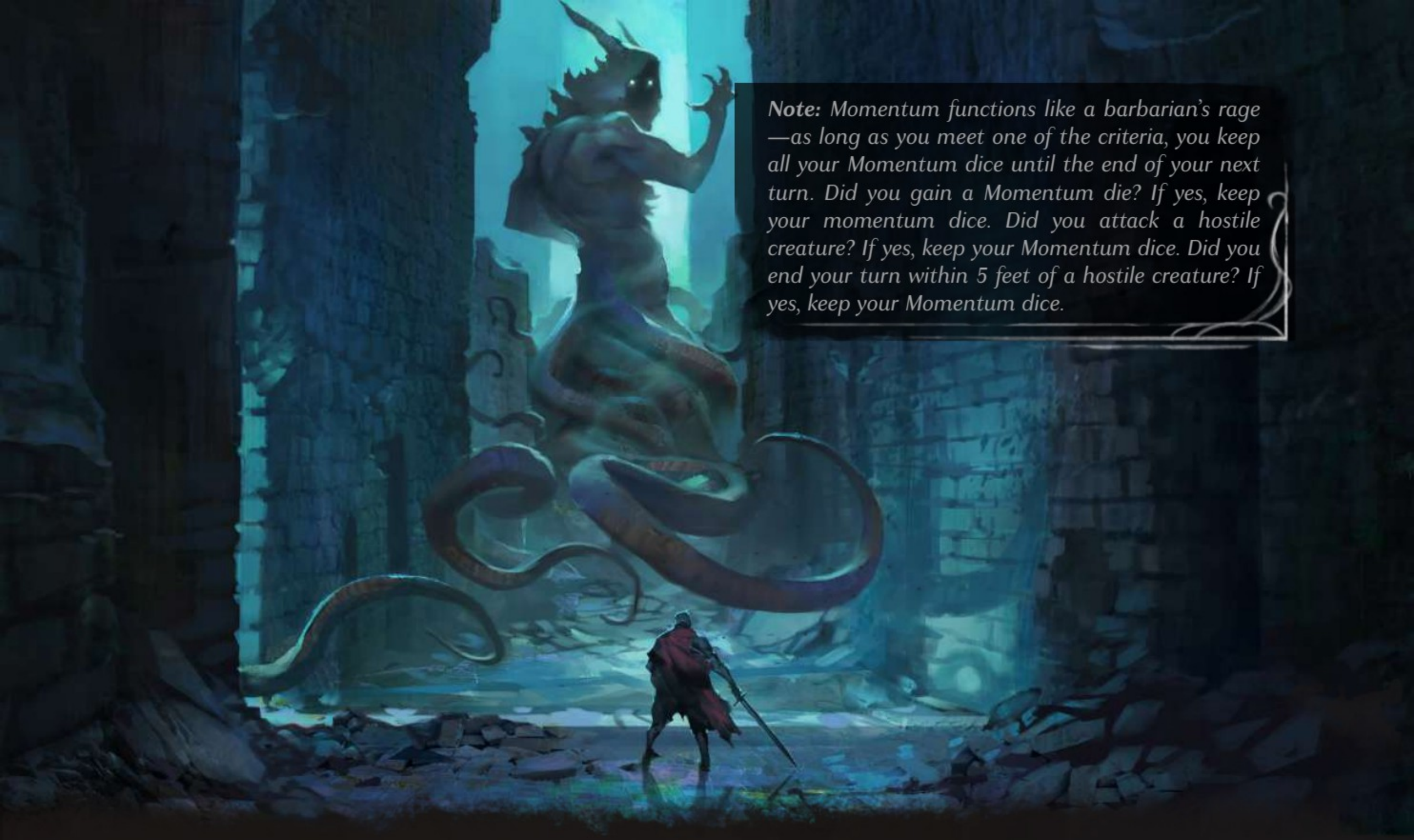
Dodge Step

Focus Art, reaction

As a reaction to being attacked by a creature you can see, if your speed is not 0, you can expend 1 Focus Point to move 5 feet without provoking opportunity attacks and make a Dexterity saving throw with a DC equal to the attacker's attack roll (including modifiers). On a success, you evade completely and take no damage. On a failure, you halve the attack's damage against you.

Eldritch Hunter

Also at 1st level, when you make an ability check to track or identify an aberration, celestial, fiend, monstrosity, or undead, you can add your proficiency bonus to the ability check. If you are already proficient in the ability check, you can double your proficiency bonus.



Note: *Momentum functions like a barbarian's rage —as long as you meet one of the criteria, you keep all your Momentum dice until the end of your next turn. Did you gain a Momentum die? If yes, keep your momentum dice. Did you attack a hostile creature? If yes, keep your Momentum dice. Did you end your turn within 5 feet of a hostile creature? If yes, keep your Momentum dice.*

Momentum

Starting at 2nd level, any time you expend a Focus Point, you gain 1 Momentum die, which is a d6. This die changes as you gain jaeger levels, as shown in the Jaeger table. You can have a maximum number of Momentum dice equal to your proficiency bonus + your Strength or Dexterity modifier (whichever is higher). Whenever you gain a Momentum die, or if you attack or end your turn within 5 feet of a hostile creature, all of your Momentum dice last until the end of your next turn.

While you have 1 or more Momentum dice, you can expend all of your Momentum dice to execute a Finisher. You know the Brutal Finisher. You learn one additional Finisher (listed at the end of the class description) of your choice at 4th, 6th, 8th, and 12th level, and may gain others through Jaeger Chapter features.

Brutal Finisher

Finisher, special

When you hit a creature with an attack, you can expend all of your Momentum dice and add them to the damage roll. If you reduce the target to 0 hit points with this Finisher, or the target is reduced to 0 hit points before the start of your next turn, you regain 1 Focus Point.

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Dueling
When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting
When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Flexible Fighting
You can engage in two-weapon fighting with any weapons you can wield in one hand, including one-handed ranged weapons and weapons without the light property. When you do so, you gain a +1 bonus to the damage rolls of both weapons.

Ryan Bittner

Focused Fighting
You learn an additional Focus Art, and you gain 1 additional Focus Point.

Two-Weapon Fighting
When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Jaeger Chapter

When you reach 3rd level, you choose a jaeger chapter that suits the means by which you intend to further your powers. Select one of the following: Absolute Chapter, Heretic Chapter, Marauder Chapter, Salvation Chapter, or Sanguine Chapter.

Piercing Gaze

Also at 3rd level, you gain the ability to activate a magical sight at will (no action required), allowing you to effortlessly pierce the gloom and see what lurks within. For 1 hour, you gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases to 120 feet. This vision lets you see normally in dim light and darkness, both magical and nonmagical.

When you reach 7th level, you also gain the effect of *see invisibility* for the duration, and when you reach 13th level, you additionally gain the effect of *true seeing* for the duration.

Once you use this feature, you can't use it again until you finish a long rest.

Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Seasoned Survivor

At 4th level, you gain advantage on Investigation checks made to find secret passages, interpret markings or messages left by other creatures on walls or surfaces, or determine the fate of creatures from blood stains and remains.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Hunter's Pursuit

Starting at 6th level, at the start of your turn, you can expend 1 Focus Point to immediately move up to half your speed without using any of your movement and without provoking opportunity attacks.

Evasion

Beginning at 9th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Lethal Tempo

Starting at 11th level, the first time you hit a creature on your turn, you gain 1 Momentum die. You gain 1 additional Momentum die any time you reduce a creature to 0 hit points.

Relentless Pursuit

Starting at 13th level, when you use your Hunter's Pursuit, if you end your movement next to a hostile creature, you regain the expended Focus Point.

Inured to Madness

At 15th level, you gain advantage on saving throws against being charmed or frightened, and against effects that cause madness. If you fail a saving throw against madness, you can expend 1 Focus Point to reroll the die. You must use the new roll.

Eternal Watch

Starting at 18th level, you are always under the effect of your Piercing Gaze.

Always Ready

Starting at 20th level, once per round (beginning at the start of each of your turns), you gain one additional reaction, which you can only use on a Focus Art that requires a reaction (such as Weapon Parry or Dodge Step). When you expend a Focus Point on this special reaction, you immediately regain the expended Focus Point.

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CHAPTERS

"Your foe is well equipped, well trained, battle-hardened. He believes his blasphemous god is on his side. Let him believe what he will. We have the jaegers on ours."

—Vicar Priscilla

ABSOLUTE CHAPTER

Jaegers of the Absolute Chapter aim for the perfect hunt: to kill their prey without suffering a single hit. Quick hands, quick feet, and quick minds, they never stay still—always one step ahead, always striking with lethal accuracy. They are masters of their craft, refining the core techniques of a jaeger to absolute perfection. Members of the Absolute Chapter are respected by their allies and feared by their enemies.

Counter Strike

Starting at 3rd level, when you use the Weapon Parry Focus Art, your damage roll increases by an amount equal to half your level in this class (rounded down). If the amount of damage you block exceeds the damage their attack would deal, and your attack roll would hit their AC, the target takes damage equal to the remainder of the damage roll.

Whenever you expend a Focus Point on a Focus Art, you gain advantage on your next weapon attack roll before the end of your next turn.

Unencumbered Movement

Also at 3rd level, while you are wearing light armor or no armor, your speed increases by 10 feet, and the distance you can move when using the Dodge Step Focus Art increases by 5 feet.

Encircling Strike

At 7th level, if you move to the opposite side of a creature from where you started your turn, or are directly on the opposite side of a creature from an allied creature of yours, you deal extra damage to the target equal to your Momentum die the first time you hit it with a melee weapon attack.

Mobile Pursuer

At 14th level, when you move as part of your Hunter's Pursuit, you ignore difficult terrain, can pass through hostile creatures, and don't need to spend extra movement to climb or swim.

The Hunt

Starting at 17th level, you can declare a hunt (no action required). For 1 minute, you are under the effect of *freedom of movement* and each time you expend a Focus Point, you gain 2 Momentum dice instead of 1.

This effect ends early if you become incapacitated, or end it early as a bonus action. Once you use this feature, you can't use it again until you finish a long rest.

HERETIC CHAPTER

The Heretic Chapter's jaegers are despised by both religious organizations and their adherents. In a world where acts of faith are required to harness divine powers, these jaegers instead rip these powers from the very gods, tearing away their divine fabric. Through blasphemous rituals, strange ingestions, and direct grafting of powers onto their souls, heretics bind the powers of greater beings to their will. This is a path that calls for a certain madness that is only found in the most ardent of hunters, those who feel the burning need to reach the pinnacle of power and will do anything to achieve it. Some seek such power for its own sake, but most want it to put an end to the nightmare.

Heretic Magic

At 3rd level, you bend dark powers to your service through blasphemous occult rituals, making them your own. You gain the ability to cast spells.

Cantrips

You learn two cantrips of your choice from the warlock spell list. You learn an additional warlock cantrip of your choice at 10th level.

Spell Slots

The Heretic Spellcasting table shows how many spell slots you have, as well as the level of those spell slots. All of your spell slots are of the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Spells Known of 1st Level and Higher

At 3rd level, you know two 1st-level spells of your choice from the warlock spell list. The Spells Known column of the Heretic Spellcasting table shows when you learn a new spell of your choice from the warlock spell list. A spell you choose must be of a level you can cast. Additionally, when you finish a long rest, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Intelligence is your spellcasting ability for your warlock spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

Heretic Spellcasting

Heretic Level	Cantrips Known	Spells Known	Spell Slots	Slot Level
3rd	2	2	1	1st
4th	2	2	1	1st
5th	2	2	2	1st
6th	2	3	2	1st
7th	2	3	2	2nd
8th	2	3	2	2nd
9th	2	4	2	2nd
10th	3	4	2	2nd
11th	3	4	2	2nd
12th	3	5	2	2nd
13th	3	5	2	3rd
14th	3	5	2	3rd
15th	3	6	2	3rd
16th	3	6	2	3rd
17th	3	6	2	3rd
18th	3	7	2	3rd
19th	3	7	2	4th
20th	3	7	2	4th

Spell save DC = 8 + your Intelligence modifier + your proficiency bonus

Spell attack modifier = your Intelligence modifier + your proficiency bonus

Arcane Arts

Also at 3rd level, you learn the Spell Flurry Focus Art. This does not count against your Focus Arts known.

Spell Flurry

Focus Art, bonus action

When you cast a cantrip or a spell of 1st level or higher, you can expend 1 Focus Point to make a single weapon attack as a bonus action.

> *"We are few, and our enemies many, but for each one of us that falls, we shall bring hundreds of them to the grave."*
>
> *—Unknown*

Shrouded Steps

At 7th level, when you use a jaeger feature that allows you to move without spending your movement (such as Jaeger's Rush or Chasing Finisher), you can teleport the distance moved instead. When you do so for Dodge Step, you automatically succeed on the the saving throw to evade the attack.

Mystical Momentum

Beginning at 14th level, when you expend a spell slot, you gain a number of Momentum dice equal to the level of the spell slot expended.

Darkness Within

Starting at 17th level, you can unleash the twisted powers you've bound to your soul, taking on a terrifying aspect as a bonus action. For 1 minute, you sprout wings of shadow and become wreathed in darkness. You gain the following effects:

- The area within 10 feet of you dims. Bright light becomes dim light, and dim light becomes darkness.
- You are heavily obscured by swirling shadows.
- You gain a flying speed of 30 feet.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered.

These effects end early if you become incapacitated, or end this feature early as a bonus action. Once you use this feature, you can't use it again until you finish a long rest.

MARAUDER CHAPTER

A jaeger of the Marauder Chapter embodies raw slaughter. Vengeance, wrath, and death, all rolled into one swing that never ceases, endlessly scything through monsters, leaving a bloody wake of destruction. Each marauder is a symbol of the Chapter's determination and ferocity, striking fear into the hearts of their enemies with every swing of their weapon. They are unstoppable warriors, driven by a thirst for vengeance and the need to protect humanity from the monstrous hordes.

Path of Gore

Starting at 3rd level, you learn the Great Cleave Finisher. This does not count against your Finishers known.

Great Cleave

Finisher, special

When you hit a creature with an attack using a weapon with the two-handed property, you can expend all of your Momentum dice. When you do so, the attack deals extra damage equal to 1 Momentum die to the target, and you cleave a number of adjacent targets within reach equal to the number of dice expended. Make a melee weapon attack against each creature targeted. You regain 1 Focus Point for each creature this reduces to 0 hit points, up to your maximum number of Focus Points.

Marauder Momentum

Also at 3rd level, while you are wielding a melee weapon with the two-handed property, the size of your Momentum die is increased by one step (from a d6 to a d8, to a d10 at 11th level, and to a d12 at 17th level).

Additionally, while you are wearing medium armor, you can add your Constitution modifier (to a maximum of +2) instead of your Dexterity modifier to determine your Armor Class.

Leap Attack

At 7th level, once per turn, if you move more than 15 feet toward a creature (or fall 10 feet or more) immediately before making a weapon attack against them, you deal extra damage on a hit equal to your Momentum die.

When falling, you can make this attack prior to hitting the ground if there is a target creature in range where you would fall. On a hit, any falling damage you take is reduced by half, and you do not fall prone from the fall.

Fell the Leviathan

Starting at 14th level, whenever you use a Finisher, the target must succeed on a Strength saving throw (DC = 8 + your Strength modifier + your proficiency bonus) or be knocked prone. Creatures that are Large or larger have disadvantage on this saving throw.

Titanic Strength

Starting at 17th level, your strength is so great that you can wield a two-handed weapon in one hand, and can use two-weapon fighting even when the weapons you are wielding aren't light (including using two-handed weapons).

If you use two hands to wield a two-handed weapon, your attacks with it deal extra damage equal to half your Strength modifier (rounded up) on a hit.

Additionally, when you use a Finisher, you can double the number of Momentum dice you have (to no more than your maximum Momentum dice + 1). Once you've doubled your dice, you can't do so again until you finish a long rest.

"Do you see these beasts?"
"Yes ma'am."
"I don't want to."
"Yes ma'am."

—Vicar Priscilla to Steinhardt during the 3rd hunt

Maximiliano Moretto

SALVATION CHAPTER

A divine force endows jaegers of the Salvation Chapter with the ability to defend the world from the horrors, purging evil with one hand while saving the innocent with the other. Favorites of the Radiant Church, they are the light of hope in the darkness where evil dwells. Members of the Salvation Chapter know that prevention is always better than cure, and that murder is the most effective method of prevention. In their zealous righteousness, they offer hope of sanity and sanctuary to those that stand with them in their war against the tides of madness.

Art of Salvation

At 3rd level, you learn the Prayer of Salvation Focus Art. This does not count against your Focus Arts known.

Prayer of Salvation

Focus Art, bonus action

As a bonus action, you expend 1 Focus Point. You and one creature of your choice you can see within 60 feet of you each regain 1d6 hit points and gain an equal number of temporary hit points.

Savior's Focus

Also at 3rd level, you find new strength in the most desperate hours. When an allied creature you can see or hear is reduced to 0 hit points, you regain 1 Focus Point. Once you use this feature, you can't do so again for 1 minute.

Sanctifying Light

Starting at 7th level, when you expend a Focus Point, you can choose to emit a glow of divine light until the end of your next turn, illuminating a 20-foot radius in bright light and an additional 20 feet in dim light. The light is sunlight. Any allied creature that enters the bright light for the first time on a turn or starts its turn there gains 1d6 + your proficiency bonus hit points. This light is extinguished if you become incapacitated.

Purifying Salvation

Starting at 14th level, your Prayer of Salvation Focus Art can target an additional creature, and the number of hit points it restores and temporary hit points it grants increases to 1d12.

Additionally, if any of the targets are charmed, frightened, poisoned, or suffering from a short-term madness, you can cleanse the condition from them, ending it.

Light of Hope

Starting at 17th level, as a bonus action, you can unleash a blinding light from within for 1 minute, illuminating the darkness. You gain the following benefits for the duration:

- The radius of your Sanctifying Light increases to 30 feet of bright light and 30 feet of dim light. You and each creature of your choice within the bright light are under the effect of *bless*. Creatures in the bright light have advantage on death saving throws, do not die at three failed saves, and becomes stable with three successful saves, even if they have three or more failed saves. A creature that is no longer within the bright light of this effect and is not stable dies if they have failed three or more death saving throws.
- When you use Prayer of Salvation, you immediately regain the expended Focus Point.

These benefits end early if you become incapacitated, or end this feature early as a bonus action. Once you use this feature, you can't use it again until you finish a long rest.

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SANGUINE CHAPTER

In order to strengthen themselves, jaegers of the Sanguine Chapter rely on the essential essence that is blood. They achieve resilient states of unnatural life and feed their powers with the fruits of their violence. Although some may consider them to be monsters in and of themselves, when faced with the horrors that lurk in the dark recesses of the world, sentiment quickly changes. A jaeger's abilities can hold the line and preserve the tenuous flame of life when it should have long since been extinguished, keeping themselves and their allies alive while draining the strength of their adversaries in an endless crimson parade of blood.

Vital Consumption

Starting at 3rd level, you gain the ability to draw power from the flowing blood of your foes. You learn the Blood Drain Finisher, which does not count against your Finishers known. Some of your abilities use a Blood Magic save DC, which is calculated as follows:

Blood Magic save DC = 8 + your Intelligence or Constitution modifier (your choice) + your proficiency modifier.

Blood Drain

Finisher, bonus action

As a bonus action, you can expend all of your Momentum dice to drain the blood of a creature within 5 feet of you magically consuming its vitality as your own. The target must make a Constitution saving throw against your Blood Magic save DC. On a failed save, it takes necrotic damage equal to the number rolled on each of the expended Momentum dice. On successful save, it takes half as much damage. Success or failure, you regain hit points equal to half the necrotic damage dealt.

If the target is bloodied (has half its maximum hit points or fewer) after taking the damage from this Finisher or if you use this Finisher against a creature suffering from an effect that makes it bleed (such as Hemorrhaging Wound), you regain 1 Focus Point.

> *"The sweet smell of blood—oh, it's enough to make a man go mad."*

Crimson Rage

Also at 3rd level, when you become bloodied (have half your maximum hit points or fewer), you regain 1 Focus Point and gain 1 Momentum die. You cannot benefit from this feature again for 1 minute.

Blood Hex

Starting at 7th level, when you use your Blood Drain Finisher and the target fails its saving throw, you can invoke a blood hex, selecting one of the following effects:

- **Blood Puppet.** The target must use its reaction to move up to 5 feet in a direction of your choice (if the target's reaction is unavailable, it cannot move).
- **Bound Blood.** The target's speed is reduced by half until the start of your next turn.
- **Burning Blood.** The target takes fire damage equal to half the necrotic damage dealt.

Empowered Blood Hex

Starting at 14th level, you can invoke more powerful blood hexes. You gain the following options, each of which are improved versions of the hexes granted by Blood Hex, but cost 2 Focus Points to invoke.

- **Blood Puppet (Empowered).** The target must use its reaction to move up to 5 feet and make a single weapon attack against a creature of your choice (if the target's reaction is unavailable, it cannot move).
- **Bound Blood (Empowered).** The target is restrained until the start of your next turn.
- **Burning Blood (Empowered).** At the start of each of its turns, the target takes fire damage equal to the necrotic damage dealt. The target can repeat the saving throw it made against the Blood Drain Finisher at the end of each of its turns, ending the effect on a success.

Blood Frenzy

Starting at 17th level, while bloodied (have half your maximum hit points or fewer) you gain the following the benefits:

- Your speed is increased by 20 feet.
- When you take the attack action, the number of attacks you make increases to three.
- All hit points you regain from your jaeger abilities are doubled.
- You can use the Blood Craze Focus Art.

Blood Craze

Focus Art, reaction

As a reaction to being reduced to 0 hit points but not killed outright, you can expend 1 Focus Point to drop to 1 hit point instead.

Note: Blood Craze
This is a Focus Art, so it works with Always Ready (which grants an additional reaction), making the Sanguine Chapter fairly difficult to stop at 20th level.

Art by Dark Lord Studios

ADDITIONAL FOCUS ARTS

Aerial Vault
Focus Art, special

When you make a jump, you can expend 1 Focus Point to double your jumping distance for that jump, and you can ignore difficult terrain until the end of your turn. When you use this Focus Art, the maximum distance you can jump isn't limited by your walking speed.

Elemental Art
Focus Art, bonus action

As a bonus action, you expend 1 Focus Point and touch a weapon you're carrying. Choose between acid, cold, fire, or lightning. For 1 minute, the weapon deals that damage type instead of its normal type.

Focus Mind
Focus Art, reaction

As a reaction to making a saving throw against being charmed, frightened, or having your mind read or influenced, you can expend 1 Focus Point to gain advantage on the roll. If you already have advantage on the roll, you can reroll one of the dice once.

Flourish
Focus Art, bonus action

As a bonus action, you can expend 1 Focus Point and gain 1 additional Momentum die (gaining 2 Momentum dice in total, which includes the die gained through the Momentum feature from expending the Focus Point on Flourish).

I Don't Want To Be Eaten Today
Focus Art, reaction

As a reaction to becoming grappled or restrained by an effect that has an escape DC or to making a contested roll against these conditions, you can expend 1 Focus Point to attempt to immediately escape the effect, making an Athletics or Acrobatics check against the escape DC, or to gain advantage on the contested roll.

Jaeger's Rush
Focus Art, bonus action

As a bonus action, you can expend 1 Focus Point to take the Dash action.

Jaeger's Assessment
Focus Art, bonus action

As a bonus action, you can expend 1 Focus Point to make an Investigation check against a creature you can see within 60 feet of you, contested by its Deception check. On success, you learn its creature type, AC, any resistances or immunities it has to damage or conditions, and any spells it is under the effect of.

Alternatively, when you take this bonus action, you can take the Search action.

FINISHERS

Breaking Blow
Finisher, special

When you hit a creature with an attack, you can expend all of your Momentum dice to force the target to make a saving throw, suffering a condition for 1 minute on a failure. The DC of the save is 8 + your Strength or Dexterity modifier (your choice) + your proficiency bonus. The type of saving throw and the condition depend on the number of Momentum dice you have when you use this Finisher. You can choose to inflict a condition that requires fewer Momentum dice than you expend, but all Momentum dice are expended regardless of the condition selected.

The target can repeat its saving throw against the condition at the end of each of its turns, ending the effect on a success. If the condition inflicted is Prone, they do not need to pass a subsequent save and can end the condition by standing as normal instead.

If the target fails its initial save against the effect, you regain 1 Focus Point.

Momentum Dice	Saving Throw	Condition
1	Strength	Prone
2	Constitution	Blinded
3	Strength	Restrained
4	Constitution	Stunned
5+	Constitution	Paralyzed

Chasing Finisher

Finisher, bonus action

As a bonus action, you expend all of your Momentum dice to move 10 feet per die expended before making a melee weapon attack. On a hit, add the expended Momentum dice to the attack's damage roll.

If you move at least 30 feet using the Finisher, you regain 1 Focus Point.

Hemorrhaging Wound

Finisher, special

When you hit a creature with an attack, you can expend all of your Momentum dice to rend a vicious bleeding wound. At the end of each of the creature's turns, it loses hit points equal to the Momentum dice expended. Each time it takes damage from this effect, the number of dice of damage it takes at the end of its next turn is reduced by 1, and the bleeding stops when the number of dice would be reduced to 0. A bleeding creature can make a Constitution saving throw at the end of each of its turns, after taking the damage, ending the effect on a success. The DC of the save is 8 + your Strength or Dexterity modifier (your choice) + your proficiency bonus + half the number of dice remaining, rounded down.

Applying a new bleed while the target is still bleeding does not stack, but instead refreshes the number of dice of damage taken from the bleed to the higher of the two values.

Opportunistic Shot

Finisher, reaction

As a reaction when a creature within 20 feet of you becomes paralyzed, restrained, or stunned, you can expend all of your Momentum dice and make a single weapon attack with a firearm you are holding. On a hit, the target takes damage equal to the weapon's damage roll plus the expended Momentum dice, it is knocked prone, and you regain 1 Focus Point.

Vicious Finisher

Finisher, bonus action

As a bonus action, you expend all of your Momentum dice to form a spectral beast claw around one hand and make a melee weapon attack with it against a creature within 5 feet of you. You can use your choice of your Strength or Dexterity modifier for the attack and damage rolls of this attack. On a hit, the target takes magical slashing damage equal to 1d12 + your Strength modifier + the Momentum dice expended. This attack has a higher critical hit range based on the number of Momentum dice expended, reducing the roll needed by 2 for each die, up to a maximum of scoring a critical hit on a 10-20 with 5 Momentum dice.

If the Finisher is a critical hit, you regain 1 Focus Point.

Volley Finisher

Finisher, bonus action

As a bonus action while you are holding a firearm, you can expend all of your Momentum dice to reload and fire a spray of shots at blinding speed. Each creature in a 30-foot cone must make a Dexterity saving throw (DC = 8 + your Dexterity modifier + your proficiency bonus). On a failure, a creature takes piercing damage equal to the Momentum dice expended.

If the Finisher damages 2 or more creatures, you regain 1 Focus Point.

Clarification: Momentum Dice
Whenever you add the number of Momentum dice expended to damage, roll the expended dice and add the total rolled to the damage, not the number of dice itself.

BARBARIAN: PATH OF THE EARTHBREAKER

In a time long past, the power to command gravity was stolen and disseminated throughout the destitute underbelly of Luyarnha, much like the mythical theft of fire from the heavens. Within the ranks of the Forsaken, many have embraced the spatial magic as a tool of mass destruction, unleashing it upon beasts and mortals with a ruthlessness particular to those who have nothing to lose. Among them, the Earthbreakers stand imperious; barbarians with a natural affinity for the void, capable of leveling buildings in their rage, these living titans are coveted prizes. Many factions seek to bend their wills for their own ends, and if such control proves impossible, death is an all too frequent outcome.

Whether from innate talent, intense training, or cursed rituals, all Earthbreakers share the same path of destruction, crushing their foes and grinding them to dust. Earthbreakers thrive in the middle of the battlefield, where they break their enemies, drag their face on the pavement, and leave behind naught but a mess of blood and brain. It is pointless to hide from them, for they are capable of shattering the very foundations of the world to unearth their quarry. The power to reshape the world—to bend and break it at a whim—is one many desire, yet few master it like Earthbreakers do.

Overwhelming Power

Starting at 3rd level, you have learned to channel destructive energy through your fists and other body parts. When you hit with an unarmed strike, you can deal bludgeoning damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. This die increases to 1d8 at 6th level, 1d10 at 10th level, and 1d12 at 14th level. When you make an unarmed strike against a creature on your turn, you can use a bonus action to make another unarmed strike against the same creature.

Your sheer power puts a massive strain on most weapons, shattering them. When you hit with a melee attack with a nonmagical weapon, the weapon breaks in your hand and can't be used to make attacks until it is repaired. In addition, the range of thrown weapons is doubled for you. If you hit with a ranged attack with a thrown weapon, you can use the damage die above in place of the weapon's usual damage dice.

Gravitational Rage

At 3rd level, once per turn, when you deal damage to a creature with an unarmed strike, you can choose one of the following effects. These effects use your Earthbreaker save DC.

Earthbreaker save DC = 8 + your proficiency bonus + your Strength modifier

- **Burying Hands.** The target must succeed on a Strength saving throw or have its speed reduced to 0 until the start of your next turn, as you partially bury it in the ground. If the target fails the saving throw by 5 or more, it is also knocked prone. If the target isn't on the ground when it fails this save, it immediately falls instead, even if it can hover.

- **Bulldozing Punch.** You push the target 10 feet away from you or upward. If pushed into an obstacle or another creature, the target takes bludgeoning damage equal to your Strength modifier (minimum of 1). Creatures with a Strength score equal to or greater than yours can make a Strength saving throw to resist this effect, avoiding it on a success. If you push the target upward, it can make a DC 10 Dexterity saving throw, avoiding any fall damage on a success.

Ruination

Starting at 6th level, the strength you wield is capable of toppling the arcane rules of the world. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity.

In addition, when you hit a physical barrier created by a spell with an unarmed strike, such as the effect of a *wall of force* or *forcecage* spell, or any other wall spell (such as *wall of fire*, *gravity wall*†, or *prismatic wall*), you can make a Strength check (DC = 10 + the spell's level), rupturing the arcane and dispelling the spell on a success.

Imperious Gravity

Also at 6th level, you increase your mastery over gravity. On each of your turns while raging, you can use a bonus action to create one of the following effects, using your Earthbreaker save DC. The range of these abilities, and the distance they move creatures, doubles at 14th level.

- **Attractive Field.** You unleash a gravitational wave. Each creature in a 15-foot cone originating from you must succeed on a Strength saving throw or be pulled up to 10 feet towards you.

- **Repulsive Field.** You condense a bubble of gravity around yourself. The next time a creature would hit you with a melee attack, the bubble bursts in a roaring explosion. Each creature within 10 feet of you must succeed on a Strength saving throw or be pushed up to 10 feet away from you. If this pushes the attacker beyond its reach of you, the attack misses you. If the bubble doesn't burst by the start of your next turn, it harmlessly dissipates.

- **Stomp.** You stomp the ground, causing a destructive quake in a 10-foot-long, 5-foot-wide line on the ground originating from you. Each creature in the area must succeed on a Dexterity saving throw or take 1d4 bludgeoning damage and have disadvantage on its next Strength saving throw before the start of your next turn as it is thrown off balance. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

"Nobles have their honor,
Hunters have their courage,
Priests have their faith,
But all we have is rage."

Unyielding

Beginning at 10th level, your unarmed strikes deal double damage to structures and you can ignore difficult terrain.

In addition, your crushing power seeps into all the aspects of your life. You can add your Constitution modifier to any Strength checks and Intimidation checks you make.

World Breaker

Once you reach 14th level, your blows can level the world. Once on each of your turns while you are raging, when you make a melee attack, you can fracture the world. On a hit, the target takes an extra 3d12 bludgeoning damage and is pushed up to 30 feet away from you. In addition, hit or miss, the area in a 90-foot cone in front of you breaks, as per the *earthquake* spell (save DC equals your Earthbreaker save DC), although the spell only lasts until the start of your next turn, doesn't require concentration, and can create only 1d4 fissures in the area.

You can use this feature a number of times equal to your Strength modifier, and you regain all expended uses when you finish a short or long rest.

Dark Lord Studios

BARBARIAN: PATH OF THE LIGHTNING VESSEL

A Lightning Vessel is a brute, a monster of battle. Their bodies overflowing with lightning, they arrive unexpectedly, often dropping from buildings or leaping impossible distances, before crashing down amidst the fight. The presence of a single Lightning Vessel is often enough to turn the tides of battle. Their ferocious electricity rampaging through their enemies, leaving a trail of charred corpses in their wake. If one ends up face to face against such a monster, there is no running away—they will catch you, electrocute you, and rend your corpse. Although vital in the fight against the Scourge, their recklessness causes fear in the heart of friends and foes alike.

The Scions created the Lightning Vessels, using galvanized rods implanted within the spine of newborns, before subjecting them to violent shock therapy. Of those children, a few grew capable of harnessing lightning, while many more were crippled for life—a small price to pay for salvation. This very technology was later used to create the Galvanized Prowlers, mortal enemies of the Lightning Vessels, as the Scions started fearing their own creation.

Galvanic Heart

Lightning is part of you. It flows through your veins and awaits release. At 3rd level, you gain resistance to lightning damage. If you already have this resistance, instead, if you take lightning damage, you can reduce that damage by 1d6 (after the resistance applies).

In addition, while raging, you can unleash the lightning within. For the duration of your rage, you can use your bonus action to unleash various powers.

> *"Even while her body was falling apart, she was still fighting. Even when her arm was being torn to shreds, she was still fighting. When all her allies fell, she stood and kept fighting. Only when the battle was won did she draw her last breath, but she was still standing. Not even death could break her."*
>
> *—Unknown survivor of the 26th Eldritch hunt.*

Saving Throws. Some of your abilities require your target to make a saving throw to resist the effects. The saving throw DC is calculated as follows:

Vessel save DC = 8 + your proficiency bonus + your Constitution modifier

• **Electrified Chains.** You can use your bonus action to create chains of lightning that wrap around your weapon. The next time you hit a creature this turn, it takes additional lightning damage equal to twice your Constitution modifier and becomes ensnared by the chains, which anchor to the floor, until the start of your next turn. Each time it attempts to move more than 10 feet while ensnared, it must make an Athletics check contested by your Athletics check, freeing itself on a success. On a failure, it takes the lightning damage again and its speed is reduced to 0 until the start of your next turn.

• **Fulgurant Strike.** When you hit a creature with a melee weapon attack, you can leave the weapon embedded in their chest for a brief moment and immediately use a bonus action to call down lightning from the heavens to strike them, using the weapon as a conduit, before retrieving it. The target takes lightning damage equal to twice your Constitution modifier, and all creatures within a 5-foot radius must succeed on a Dexterity saving throw against your Vessel save DC or also take that damage. You have advantage on this saving throw.

• **Lightning Step.** As a bonus action, you can move up to half your speed. During this rush, your body becomes supercharged; if you end this movement within 5 feet of a creature, it takes lightning damage equal to twice your Constitution modifier as the lightning leaps to them. If there are multiple creatures, choose one that takes the damage.

Roaring Crash

At 6th level, you are ready to leap into battle at a moment's notice, crashing down on your foes like thunder from the heavens. As part of entering your rage, you can leap into the air, before crashing down on a point on the ground that you can see within 30 feet of you that isn't occupied by a Huge or larger creature. All creatures in a 10-foot radius centered on that point must succeed on a Dexterity saving throw against your Vessel save DC or take a number of d8s of lightning damage equal to your Constitution modifier (minimum of 1d8), or half as much damage on a success.

If a creature is in the space on which you land, they have disadvantage on the saving throw and are pushed 5 feet out of your space into an unoccupied space of their choice. If no unoccupied space is within range, the creature instead falls prone in your space.

At 10th level, the distance you can leap increases to 60 feet, and you can land in spaces occupied by Huge creatures. At 14th level, the distance increases to 90 feet, and you can land in spaces occupied by Gargantuan creatures.

Lightning Reflexes

At 10th level, the lightning you wield enhances your reflexes past what your body could normally handle. As a result, whenever you make a Dexterity check, you gain a bonus to the check equal to your Constitution modifier (minimum of +1).

In addition, while raging, you can use Lightning Step once on each of your turn without using a bonus action.

Electric Beast

Starting at 14th level, you are one with the lightning that flows through you. The damage from your Galvanic Heart's abilities increases to three times your Constitution modifier, and they improve in the following way:

• **Electrified Chains.** The creature cannot move more than 5 feet without attempting the check, and on a failure, they can't take reactions until the start of your next turn.

• **Fulgurant Strike.** The lightning strike's radius increases to 10 feet, and you can choose a number of creatures equal to your Constitution modifier that automatically succeed on the saving throw.

• **Lightning Step.** You can now move up to your full speed, and you can choose to merge with the lightning, teleporting the distance moved instead.

Marcelo Orsi Blanco

BARD: COLLEGE OF THE APOCALYPSE

Apocalypse bards are masters at conjuring forth the ancient powers of eldritch gods, summoning forth their otherworldly might to wreak havoc on the mortal realm. All who hear their aberrant harmonies fear and revere them—they understand that with a single whisper, these bards can cause the end of all things. Apocalypse bards are often found on the front lines of battle, their music serving as a rallying cry for their allies and a death knell for their enemies. With each stanza they produce, a member of the College of the Apocalypse draws closer to the ultimate revelation of the horrors that lie beyond the veil. Many fear the day when they will finally succumb to the madness that gnaws within their mind.

As they progress in their studies, members of this bard college gain the ability to summon forth devastating powers with their music. They can call down swarms of pain, tear open rifts in reality, and unleash waves of madness upon their foes. They know the apocalypse is coming, for they are the ones bringing it.

Endless Symphony

When you join the College of the Apocalypse at 3rd level, and again at 6th and 14th level, you gain another use of your Bardic Inspiration feature.

In exchange, your Bardic Inspiration die doesn't change at 5th level, remaining a d6; it becomes a d8 at 10th level, and a d10 at 15th level.

Eldritch Choir

At 3rd level, you understand how to use your bardic magic to conjure forth the power of the Great Ones. You learn two Eldritch Melodies of your choice, which are detailed under "Eldritch Melodies" below. A level prerequisite refers to your level in this class. You can use a melody as an action, expending one use of your Bardic Inspiration. After you use a melody, you can't use that melody again until you finish a short or long rest. If a melody requires a saving throw, it uses your spell save DC. For a creature to become affected by one of your melodies, it must be able to hear you when you take the action.

You learn one additional Eldritch Melody of your choice at 6th and 14th level.

When you finish a long rest, you can delve into what lies beyond the veil, replacing one or more melodies you know with another one. Each time you attempt to replace a melody, make a DC 17 Charisma saving throw. On a failed save, you lose control over your mental journey into the void; you gain one short-term madness, don't replace that melody, and you can't replace any other melodies until you finish a long rest.

Knowledge from Beyond the Stars

At 6th level, the maddening revelations that haunt your mind guide you through the treacherous void. You learn to speak, read, and write Deep Speech. Additionally, whenever you make an Intelligence check that relates to the cosmos or the eldritch, you gain a bonus on that check equal to one roll of your Bardic Inspiration die (this doesn't expend the die).

Devouring Maw

Starting at 6th level, your words can call beings from beyond the veil. When a creature that possesses a Bardic Inspiration die from you is targeted by an attack, it can use its reaction to expend the die, summoning an eldritch maw that engulfs and protects it. Until the start of its next turn, it gains a bonus to its AC equal to the number rolled. If this causes the triggering attack to miss, the targeted creature can choose to be ripped through space by the maw, teleporting it to a point within 30 feet of it that it can see; if it does so, it loses the bonus to its AC.

Song of the Apocalypse

Starting at 14th level, you learn the spell *divine order: transcend*. It doesn't count against the number of spells you know. You can also cast it once without expending a spell slot, and you regain the ability to do so when you finish a long rest. When you cast the spell in this way, the apocalypse flows through you; damage can't break your concentration on this spell, and you automatically succeed on the saving throws to keep control over the spell.

Ryan Bittner

Eldritch Melodies

Ballad of the Nameless City

Prerequisite: 3rd level

You channel the name of the lost city of the Great Ones, warping reality. Each creature within 30 feet of you must succeed on a Strength saving throw or be pushed up to 10 feet in a direction of your choice and knocked prone.

The number of feet up to which a creature is pushed increases to 20 feet at 6th level and 30 feet at 14th level.

Concord of the Depths

Prerequisite: 3rd level

You sing a hypnotic melody that evokes the presence of the sleeping horrors beneath the waves. Choose one creature within 60 feet of you. It must succeed on a Wisdom saving throw or become incapacitated and have its speed reduced to 0 for 1 minute, until it takes damage, or until someone uses an action to shake or slap it out of its stupor.

Starting at 6th level, you can target two creatures, and at 14th level, you can target a number of creatures equal to your Charisma modifier (minimum of three).

Epode For Whom the Bell Tolls

Prerequisite: 3rd level

You toll the bells of death, bolstering your allies. Choose up to five creatures within 30 feet of you. Each creature gains a bonus to their attack and damage rolls equal to half your Charisma modifier (rounded up) for 2 rounds, ending at the end of your subsequent turn.

Starting at 6th level, the bonus to damage rolls equals your Charisma modifier, and at 14th level, the bonus to both attack and damage rolls becomes equal to your Charisma modifier.

Transcendence of Flesh

Prerequisite: 3rd level

You sing a gloria in the name of corruption, calling forth writhing tentacles that surround and protect your allies. Each willing creature of your choice within 30 feet of you gains temporary hit points equal to half your bard level + your Charisma modifier, as tentacles sprout from its mouth, eyes, and ears, defending them without impeding their abilities. In addition, they have advantage on Strength checks and Strength saving throws until the end of your next turn.

Aria of the Reviled Stalker

Prerequisite: 6th level

You sing a haunting melody that evokes the presence of the lurking horrors beyond the veil. Choose one creature within 30 feet of you. It is partially absorbed by the cosmos for 1 hour, gaining a +10 bonus to Stealth checks and becoming unable to be tracked except by magical means. In addition, as an action, the creature can become incorporeal and move through other creatures and objects as if they were difficult terrain until the end of its turn. If it ends its turn inside an object, it takes 5 (1d10) force damage and is immediately shunted to the nearest unoccupied space. Once the creature uses this action, it can't do so again for the duration of the transformation.

Starting at 14th level, when the creature uses an action to become incorporeal, the effect lasts for 10 minutes instead.

Ode to Subjugation

Prerequisite: 6th level

You invoke the power of a devouring Great One, summoning forth a horde of writhing tentacles to ensnare your enemies. Each creature of your choice that you can see within 30 feet of you must make a Dexterity saving throw, becoming restrained for 1 minute on a failed save. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Starting at 14th level, a restrained creature takes 3d6 necrotic damage at the start of each of its turns.

Requiem of Chaos

Prerequisite: 6th level

You don the visage of the Crawling Chaos, whispering your enemies' demise. Choose up to two creatures within 60 feet of you. They have disadvantage on Wisdom checks and Wisdom saving throws until the end of your next turn.

Starting at 14th level, you can target a number of creatures equal to your Charisma modifier (minimum of 3).

Song of Abject Birth

Prerequisite: 6th level

You invoke the power of the primordial chaos, hurling forth a horde of writhing fetuses. Each creature in a 30-foot cone originating from you must make a Dexterity saving throw, taking a number of d4s of necrotic damage equal to your level in this class on a failed save, or half as much damage on a successful one.

Starting at 14th level, the cone's size increases to 60 feet.

Assonance of Dreams

Prerequisite: 14th level

You sing a melody that allows travel through the dream realm. You conjure a circular portal up to 20 feet in diameter linking an unoccupied space you can see within 10 feet of you to a precise location you are very familiar with within 1 mile of you on the same plane of existence as you. You can orient the portal in any direction you choose. The portal lasts for 1 minute. Anything that travels through the portal is instantly transported to the location you chose, appearing in an unoccupied space nearest to the location.

Euphony of Self-Destruction

Prerequisite: 14th level

You carve the ancient symbol of the convergence of light, unleashing a portal to realms untold. Choose one creature you can see within 60 feet of you. It must succeed on a Charisma saving throw or be drawn through it to an unknown destination. At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target isn't an aberration, it takes 5d12 psychic damage and must succeed on a Wisdom saving throw or gain a long-term madness.

Nightmare of the Abyss

Prerequisite: 14th level

You recite the forbidden incantations of He Who Lies Dreaming, summoning forth a vision of the being's power. Each creature of your choice within 60 feet of you must succeed on a Wisdom saving throw or be stunned until the end of your next turn.

Whispers of the Flesh-Defiler

Prerequisite: 14th level

You recite forbidden lore learned from a tome of flesh, summoning forth a swarm of buzzing, entrail-eating creatures. For 1 minute, a 30-foot-radius sphere of writhing worms appears at a point that you can see within 60 feet of you. When a creature enters the area for the first time on a turn or starts its turn there, it is devoured by it and must make a Constitution saving throw. It takes 5d6 necrotic damage and is poisoned for 1 minute on a failed save, or half as much damage and isn't poisoned on a successful one. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On each of your turns after you summon the swarm, you can use a bonus action to move it up to 30 feet in any direction. This effect ends early if you take fire or radiant damage.

CLERIC: GUARDIAN DOMAIN

Clerics of the Radiant Church are venerated as saint-like figures, and those who walk the path of the guardian even more so. Such overwhelming praise was only heightened by the arrival of the scourge, and the countless heroic actions performed by the Church anchored it as a beacon of salvation in the heart of the citizens of Luyarnha. This abundant reverence has its risks, of course, though few dare point it out; a zealous crowd is best left well alone.

Guardian domain clerics were the first to jump into combat against the beasts, and to this day haven't backed down from the battle, despite the pain and loss they have endured. Their protective spirit is embodied in their magic—summoning guardian angels—which swoop to their side, protecting any who would ask under their wings. Although the features of these angels can be unsettling, none would dare doubt their intentions.

Guardian Domain Spells

Cleric Level	Spells
1st	protection from evil and good, sanctuary
3rd	aid, warding bond
5th	protection from energy, slow
7th	guardian of faith, resilient sphere
9th	antilife shell, wall of force

Bonus Proficiencies

At 1st level, you gain proficiency with heavy armor.

Protective Magic

Starting at 1st level, when you cast a spell that restores hit points, the targeted creature also gains half as many temporary hit points (rounded down). If a spell targets multiple creatures, choose one creature that benefits from this effect.

Channel Divinity: Guardian Angel

At 2nd level, you can use your Channel Divinity to summon a divine emissary to your aid.

As an action, you present your holy symbol, and in a flash of radiance, a **Guardian Angel** appears in an empty space of your choice within 5 feet of you. The angel is friendly to you and your companions and obeys your commands. When you gain this feature, choose the nature of your angel: radiant or necrotic. This will affect abilities in the stat block.

See this creature's game statistics in the Guardian Angel stat block, which uses your proficiency bonus (PB) in several places. You determine the angel's appearance. Some angels take the form of a humanoid angelic figure dressed with pure garments, while many others espouse a more eldritch appearance.

In combat, the angel shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the angel can take any action of its choice, not just Dodge.

The guardian appears for 1 hour, until it is reduced to 0 hit points, until you use this feature to summon the angel again, or until you die.

Angelic Protection

Starting at 6th level, when you use your Channel Divinity to summon a Guardian Angel, it immediately casts *warding bond* (no action required) on a friendly creature that it can see (you included), ignoring the components of the spell.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Your Guardian Angel also gains this feature.

Aura of Defense

At 17th level, when your Guardian Angel casts *warding bond*, it can target a number of allied creatures (including you) equal to your Wisdom modifier (minimum 1). The spell functions as if the angel had created a *warding bond* with each individual creature. In addition, upon being summoned, the Guardian Angel gains temporary hit points equal to 5 times the number of creatures targeted by the spell.

Once you use this feature, you can't use it again until you finish a long rest.

Maximiliano Moretto

Guardian Angel

Medium celestial, unaligned

Armor Class 10 + PB (natural armor)
Hit Points 5 + 5 times your cleric level
Speed 0ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	14 (+2)	13 (+1)	15 (+2)	11 (+0)

Damage Immunities radiant or necrotic

Condition Immunities blinded, charmed, frightened, grappled, prone, restrained

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages understands the languages you speak

Challenge — Proficiency Bonus: equals your bonus

Incorporeal Being: The angel can move through other creatures as if they were difficult terrain.

Actions

Divine Blade. *Melee Weapon Attack:* your spell attack modifier to hit, range 10 ft., one target you can see. *Hit:* 1d6 + PB radiant or necrotic damage and the angel regains half as many hit points.

Bonus Actions

Reality Warp. The angel teleports to an empty space adjacent to an allied creature within 60 feet of it.

Reactions

Self Sacrifice. When a creature other than the angel is hit by an attack while within 30 feet of the angel, the angel can teleport into the creature's space, taking the damage instead of the creature. To do so, the angel must be able to see both the creature and the attacker.

Marcelo Orsi Blanco

DRUID: CIRCLE OF SYMBIOSIS

The Circle of Symbiosis allows druids devoted to Nature to become one with it—in the most real sense of the word. These druids have mastered osteomancy and use it to sever their own limbs and replace them with fragments of the natural world. To become "awakened symbiotic entities", something others would decry as aberrations, they graft one or multiple limbs to their body. Deer hind-legs replace their own, tree branches take over their arms, and the most devoted and zealous replace their head with that of an animal.

By reveling in such powers, the Circle of Symbiosis seeks to make all living beings one with Nature, or else. No sacrifice is too great for the cause. As such, even children of the Circle are forced to undergo these often deadly abscissions, developing their rampaging powers soon after and with great affinity. As these druids age, they become indistinguishable from their grafts, their humanity slowly waning to make way for something more implacable, more unyielding. Their practices have shunned them from most civilized locales, a punishment that hasn't stopped them from recruiting—or abducting—more to join their cause.

Spells

Your fusion with Nature through osteomancy grants you access to certain spells. At 2nd level, you learn the *shillelagh* cantrip.

At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Symbiosis Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Circle of Symbiosis Spells

Druid Level	Spells
2	shillelagh
3	barkskin, skeletal tail†
5	osseous cage†, plant growth
7	maiden of bones†, stoneskin
9	forest of dread†, tree stride

Wickerbone Behemoth

Starting at 2nd level, you can unleash the vicious natural powers held amidst your flesh. As an action, you may expend a use of your Wild Shape to awaken Nature's anger, turning into a behemoth, rather than transforming into a beast form. A deer skull, wooden skin, goat hooves, or other such natural gifts overtake your body. While this feature is active, you gain the following benefits:

- Your arms count as clubs, each under the effect of the *shillelagh* spell.

- You are under the effect of the *barkskin* spell, although you do not need to concentrate on it. In addition, whenever a creature damages you with an attack, your skin splinters and all creatures of your choice within 5 feet of you take 1d4 magical piercing damage. This damage increases to 2d4 at 10th level.

- The stress of battle stimulates your organism to fight and survive. At the start of each of your turns, you regain hit points equal to half the damage taken since the start of your previous turn (rounded down, minimum of 0), up to a maximum of three times your Wisdom modifier. This regeneration doesn't work if you are unconscious.

These benefits last for 10 minutes, or until you use your Wild Shape again. You cannot use this transformation if you are wearing armor.

Marcelo Orsi Blanco

Grafted Powers

The multiple aspects of Nature that you forcefully implanted within you manifest themselves in other aspects of your life. At 2nd level, you gain one of the following benefits.

- **Bear Back.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift, as well as for grappling checks. In addition, you can add your Wisdom modifier to any Strength check that you make.

- **Deer Head.** You have advantage on Perception checks that rely on sight or smell.

- **Goat Hooves.** You have advantage on Strength and Dexterity saving throws made against effects that would knock you prone. You gain a climbing speed equal to your walking speed.

These elements can be visible or not, or be represented by other natural aspects. Choose at your discretion when selecting this class.

Extra Attack

At 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

Nature's Wrath

Starting at 10th level, your natural grafts succumb to your osteomantic powers and allow you to tap deeper into Nature's fury. You are permanently under the effect of the *barkskin* spell.

In addition, when you use your Wickerbone Behemoth transformation, your size becomes Large, and whenever you damage a creature with bludgeoning, piercing or slashing damage, you gain temporary hit points equal to 1d8 + your Wisdom modifier.

Briarheart

At 14th level, your fusion is complete, and your heart is absorbed, its sacrifice making way for a new heart, one that can fully channel the rage of the natural world. Your melee weapon attack deal extra damage equal to your Wisdom modifier on a hit.

In addition, when you drop to 0 hit points, choose two willing creatures that you can see within 30 feet of you to empower with your connection to Nature. They gain the benefits of your Wickerbone Behemoth for 1 minute feature, using your Wisdom modifier, and can choose to immediately transform (no action required), even if they are wearing armor.

Once you use this feature, you must finish a long rest before you can use it again.

FIGHTER: BLOOD ARCHER

Blood archers are cursed beings that should not exist. Birthed from nightmarish experiments by the Obitus Scholare, these hunters use a cursed method of archery, weaving their own blood into attacks to produce supernatural effects. Their powers come from tarblood, an amalgamation of hundreds of species' blood that was forcefully injected in the veins of hunters. Those who didn't die or go insane during the procedure became the first blood archers; only they and their descendants can wield this vicious power.

Blood Shot

At 3rd level, you learn to unleash special magical effects with some of your shots. When you gain this feature, you learn three Blood Shot options of your choice (see Blood Shot Options below).

Once per turn when you fire an arrow from a shortbow or longbow as part of the Attack action, you can apply one of your Blood Shot options to that arrow. You decide to use the option when the arrow hits, unless the option doesn't involve an attack roll. You can use this feature a number of times equal to 1 + your Constitution modifier (minimum of 1), and you regain all expended uses when you finish a short or long rest.

You gain an additional Blood Shot option of your choice when you reach certain levels in this class: 7th, 10th, 15th, and 18th level. Each option also improves when you become an 18th-level fighter.

Blood Archer Anatomy

At 3rd level, your body adapts to the tarblood within. You are immune to disease, have resistance to poison damage, and have advantage on saving throws against poison.

In addition, once you've fought a creature, you can relentlessly track it, sensing the blood of your prey. You have advantage on any Perception or Survival check you make to find a creature you've dealt damage to and has blood.

Blood Arrows

At 7th level, you gain the ability to create arrows with your blood. When you make a ranged attack using a shortbow or longbow, you can create a blood arrow in place of standard ammunition. Blood arrows are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

In addition, when you use your Blood Shot feature, you can add your Constitution modifier to the damage roll of the effect.

Blood Recall

At 10th level, you learn how to recall your arrows. When you make an attack roll with a blood arrow and miss, you can use a bonus action to reroll the attack roll against the original target, as the arrow flies back towards you.

Blood of Creation

Starting at 15th level, as an action, you can choose to sacrifice your lifeforce to reinvigorate control over your blood magic. You take necrotic damage equal to 1d10 + your Constitution modifier, which you cannot reduce in any way, and regain 1d4 uses of your Blood Shot.

Blood Shot Options

The Blood Shot feature lets you choose options at certain levels, which are presented here in alphabetical order. They are all magical effects. Some of the Blood Shot options require your target to make a saving throw; the DC is calculated as follows:

Blood Shot save DC = 8 + your proficiency bonus + your Constitution modifier

Bewitching Arrow

You infuse fey blood to cause this arrow to temporarily charm its target. The creature hit by the arrow takes an extra 2d6 psychic damage and must make a Wisdom saving throw. If it fails the save, you can choose one of the target's allies within 30 feet of it; the target now considers this ally as an enemy until the start of your next turn.

The psychic damage increases to 4d6 when you reach 18th level in this class.

Bloodboil Arrow

Fiendish blood is infused in this devilish arrow that you fire. The arrow detonates in a cloud of ignited blood after your attack. Immediately after the arrow hits the creature, the target and all other creatures within 10 feet of it take 2d6 fire damage as their bodies start burning. This fire damage ignores resistance.

The fire damage increases to 4d6 when you reach 18th level in this class.

Bloodshard Arrow

You transform your arrow into a thread of sharp blood, which, instead of an attack roll, fires forward in a 1-foot-wide, 30-foot-long line, before disappearing. The arrow passes harmlessly through objects, ignoring cover. Each creature in that line must make a Dexterity saving throw, taking damage as if it were hit by the arrow plus an extra 1d6 piercing damage on a failed save, or half as much damage on a successful one.

This extra piercing damage increases to 2d6 when you reach 18th level in this class.

Constraining Arrow

When this arrow strikes its target, blood tainted by oozes creates grasping and sharp tendrils of blood, which wrap around the target. The creature hit by the arrow takes an extra 2d6 acid damage, its speed is reduced by 10 feet, and it takes 2d6 acid damage the first time on each turn it moves 1 foot or more without teleporting. A creature can use its action to make an Athletics check against your Blood Shot save DC, removing the tendrils from itself or another creature within its reach on a success. Otherwise, the tendrils last for 1 minute or until you use this option again.

Both acid damages increase to 4d6 when you reach 18th level in this class.

Exiling Arrow

You use celestial blood to try to temporarily banish your target to a harmless location in the Celestial Plane. The creature hit by the arrow must also succeed on a Charisma saving throw or be banished. While banished in this way, its speed is 0 and it is incapacitated. At the end of its next turn, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

After you reach 18th level in this class, the target also takes 2d6 radiant damage when the arrow hits it.

Hunting Arrow

Using ancient bestial blood, you grant your arrow the ability to seek and hunt any foe, allowing the arrow to curve and twist its path in search of its prey. Instead of an attack roll, choose one creature you have seen in the past minute. The arrow flies toward that creature, moving around corners if necessary, and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the arrow to travel to the target, the target must make a Dexterity saving throw. On a failed save, it takes damage as if it were hit by the arrow plus an extra 1d6 piercing damage, and you learn the target's current location.

The extra piercing damage increases to 2d6 when you reach 18th level in this class.

Shadowblood Arrow

You weave threads of shadows from the blood of your foe, causing it to obscure the battlefield. The creature hit by the arrow takes an extra 2d6 necrotic damage and its blood forms a dark red mist that rises in a 10-foot radius around the target. This mist is magical darkness and spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. It lasts until the start of your next turn.

The necrotic damage increases to 4d6 when you reach 18th level in this class.

Thunderblood Arrow

You imbue your arrow with forceful energy drawn from the blood of giants. The arrow detonates immediately after it hits your target; the creature takes an extra 2d6 thunder damage and is pushed back 15 feet. In addition, it must succeed on a Strength saving throw against your Blood Shot save DC or be knocked prone.

The thunder damage increases to 4d6 when you reach 18th level in this class.

Withering Arrow

You weave cursed undead blood into your arrow. The creature hit by the arrow takes an extra 2d6 necrotic damage. The target must also succeed on a Constitution saving throw against your Blood Shot save DC, or the damage dealt by its weapon attacks is halved until the start of your next turn.

The necrotic damage increases to 4d6 when you reach 18th level in this class.

GM Note: *This subclass can be played using crossbows instead of bows. It can also be played using firearms, although not all of them. The firearms that can be used for this subclass are: flintlocks, pistols, rifles.*

FIGHTER: LIVING NIGHTMARE

First it was an accident, a hunter dying on a battlefield, in dire need of a transplant. The clerics used what they could find and unknowingly grafted accursed flesh onto the dying man, yet, not only did he survive, he rose again stronger than ever before.

It was that day the Radiant Church knew that they found a power rivalling that of the very god they worshipped. They took these experiments further, ordering the Obitus Scholare to harness that power. The desperate fight against the scourge demanded urgent results; no act was too sacred nor debauched. And so, the accursed Luyarnha gave birth to living nightmares, monsters of its own creation.

The experiments have since stopped: indeed, it was far too common to see those grafted with eldritch flesh lose their humanity and turn into the very monsters they were supposed to eradicate. Yet some remain, a few fortunate hunters who retain their sanity, or perhaps, who have yet to awaken their true powers.

Awakened Mutation

Starting at 3rd level, the powers within your eldritch flesh begin to awaken. You forever lose proficiency with shields and heavy armor, as your ever-changing body cannot hold on to them.

Your flesh hardens and your reflexes grow, empowered by other-wordly ichor. While you are not wearing any armor, your Armor Class equals 11 + your Dexterity modifier + your Constitution modifier.

Eldritch Weaponry

Also at 3rd level, as a bonus action, you can mutate your body, transforming it into various weapons of destruction. They count as simple melee weapons for you, and you add your Strength modifier to the attack and damage rolls when you attack with them, as normal. When you use these weapons, you drop any items you are holding with those limbs. Some of the Living Nightmare features require your target to make a saving throw; the DC is calculated as follows:

Living Nightmare save DC = 8 + your proficiency bonus + your Constitution modifier

You choose the weapon's form each time you make an attack roll:

Stinger. One of your limbs grows into a razor-sharp blade. It deals 1d8 piercing damage on a hit. When you take the Attack action to attack with it on your turn, you can use a bonus action to turn another limb into a Stinger and strike with it, making a single additional attack.

Hammer Arm. Your arms turn into a black-tinted bone club. On a hit, it deals 2d6 bludgeoning damage and you can choose to push the target 5 feet away.

Tendinous Lash. One of your limbs replaces its bones with tough coiled ligaments, allowing it to stretch a disturbing distance without breaking. It deals 1d4 slashing damage on a hit and has a reach of 15 feet. In addition, the first time on a turn you deal damage with your lash, the target must succeed on a Strength saving throw against your Living Nightmare save DC or be knocked prone as the limb sweeps their feet.

Alternatively, you can transform your limb into a shield:

Sinister Aegis. Whenever you are targeted by an attack that you can see, you can use your reaction to temporarily turn one of your arms into a fleshy shield, gaining a +2 bonus to AC until the start of your next turn.

In addition, your eldritch flesh is capable of devouring some magical items to gain their properties. As part of a short or long rest, you can devour the following types of magic items, absorbing their properties:

- A rapier; its properties are added to your Stinger.
- A maul; its properties are added to your Hammer Arm.
- A whip; its properties are added to your Tendinous Lash.
- A shield; its properties are added to your Sinister Aegis.

If you absorb another magical item of the same type, the previous magic item of that type is destroyed.

Macabre Appetite

At 7th level, you can use the voracious hunger that dwells within your accursed body to devour the corpses of your foes and mend your flesh. When you stand within 5 feet of the corpse of a creature that has died less than 1 week ago, you can use your action to touch it and let your eldritch appendages devour it. You regain a number of hit points equal to the creature's CR (minimum of 0, rounded down). In addition, for the next 24 hours, you can use an action to assume the creature's appearance and voice, though none of your game statistics change. You stay in the new form until you use an action to revert to your true form or until you die.

After 24 hours, or if you consume another creature, you lose the ability to take the appearance of the consumed being.

Ascended Being

At 10th, your eldritch powers give you access to powers mortals can only dream of. Whenever you consume a creature with your Macabre Appetite, you also inherit all their memories from the last week before their death.

In addition, as a bonus action, you can grow a pair of eldritch wings, giving yourself a flying speed of 30 feet for 1 minute. You can use this bonus action a number of times equal to your Constitution modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

> ***GM Note:*** *If you want to make this subclass more sinister, limit the use of this feature to once per short or long rest, or until the player devours a humanoid of CR 1 or higher.*

Nightmarish Weaponry

At 15th level, your body enters its next stage of evolution. The weapons you wield now have the power to annihilate all who stand in your way. Once on each of your turns when you make use of your Eldritch Weaponry, you can strain your body to generate a more violent eldritch power, replacing one of your attacks:

Stinger. You can replace one of your Stinger attacks. Instead, each creature in a 30-foot cone in front of you must succeed on a Dexterity saving throw against your Living Nightmare save DC or take damage equal to 3 hits from your Stinger.

Hammer Arm. You can replace one of your Hammer Arm attacks. Instead, you smash the ground below you, causing quakes and sending fragments flying. Each creature within 20 feet of you must succeed on a Dexterity saving throw against your Living Nightmare save DC or take damage equal to 2 hits from your Hammer Arm and be knocked prone.

Tendinous Lash. You can replace one of your Tendinous Lash attacks, swiping those around you instead. Each creature within 15 feet of you must succeed on a Strength saving throw against your Living Nightmare save DC or take damage equal to 1 hit from your Lash, be pulled 10 feet in a straight line towards you, and be restrained until the start of your next turn.

You can use this feature a number of times equal to your Constitution modifier (minimum of 1), and can't do so again until you finish a long rest.

Eldritch Contamination

Starting at 18th level, you can temporarily infect creatures with the nightmare that lives within you, turning them into puppets. You can cast the *dominate monster* spell, requiring no components, and your spellcasting ability for the spell is Constitution. Once you use this feature twice, you can't do so again until you finish a long rest.

Marcelo Orsi Blanco

MONK: WAY OF THE FIRE DANCER

The fire dancers carry an almost extinct tradition. Once a trading group, they considered themselves a family of a single creed: "Those who harm us will bathe in flames." This nomadic group of seasoned warriors welcomed all walks of life, regardless of origin, status, or influence; as long as one conducted oneself with respect towards their fellows, the caravans would open their door. Their iron-clad creed and welcoming nature was their downfall.

Upon arriving in Luyarnha, they were accused of bringing the scourge with them. After all, the dancing flames didn't affect the city before their arrival. This lie, like so many told, carried a kernel of truth that was exploited to bend others to the city's will. For this sin, they were imprisoned, left to starve, and forbidden from practicing their martial arts.

Such a treatment couldn't break their will; to hide their practice of martial arts, the traveling band took the name of fire dancers and hid their powers within their dance. For years they have endured, many escaping the prison with the aid of their fellows, yet the bonds of family entrap more firmly than any chain could. Even those who escape refuse to leave the city until their kin are freed and their name is cleared.

Blazing Performer

At 3rd level, you've trained your body to dance through flames. You gain proficiency in the Performance or Acrobatics skill (your choice), and your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency.

In addition, you gain resistance to fire damage. If you already have this resistance, instead, if you take fire damage, you can reduce that damage by 1d6 (after the resistance applies).

Dance of Fire

At 3rd level, you are a master at weaving flames through your use of ki, creating a deadly dance. When you spend a ki point during your turn, your monk weapons and unarmed strikes catch fire until the start of your next turn. While on fire, they deal extra fire damage equal to your Wisdom modifier, and you gain a bonus to your AC equal to half your Wisdom modifier for the duration.

In addition, while your flames are active, if a creature misses you with a melee attack, you can use your reaction to make an unarmed strike or spend a ki point to use your Flurry of Blows feature against it.

Scorching Vortex

Starting at 6th level, you learn to entrap your foes in the flames of your dance.

When you use Step of the Wind, if you move through each space adjacent to a creature on your turn, you create a vortex of fire around them. The target must make a Dexterity saving throw against your ki save DC, taking 2d6 fire damage and becoming trapped in a vortex of flames that appears in its space on a failed save. On a successful save, the target takes half as much

Adrian Prado

damage and the vortex fails to appear. The vortex is opaque and obstructs line of sight. If the target attempts to move out of the flames, it must first succeed on a Wisdom saving throw against your ki save DC. On a failure, it takes 1d6 fire damage and is charmed by the flames, reducing its speed to 0 until the start of its next turn, at which point the vortex and its effects end. On a success, it moves through the vortex, ending the effect. These flames do not damage other creatures.

Once you use this feature a number of times equal to 1 + your Wisdom modifier, you can't do so again until you finish a long rest.

GM Note: The unfair treatment that some fire dancers have received in their life has created deep resentment, warping their pure nature and the flames they wield. These fire dancers wield a dark flame, said to devour life. If you wish to play such a character, replace any mention of fire damage, resistance, or immunity in the subclass abilities with necrotic damage, resistance, or immunity, respectively, and you can choose not to gain the Flames of Redemption feature.

Flames of Redemption

At 11th level, any fire damage that you deal ignores fire resistance. In addition, the clarity of your mind allows you to generate flames that many would call divine; you can replace any fire damage that you deal with radiant damage.

Purifying Flames

At 11th level, your flames burn away all impurities. As an action, you can spend 2 ki points to touch a creature and infuse them with your flames. The target can end one poison, charm, or short-term madness afflicting it.

One With The Fire

At 17th level, you are a master of the flames. When you deal fire damage with a monk weapon, if the target is a creature or a flammable object, it ignites. Until the target or a creature within 5 feet of it takes an action to douse the flames, the target takes fire damage equal to your Wisdom modifier at the start of each of its turns.

In addition, while under the effects of Dance of Fire, your body merges with the flames. For the duration, you become immune to fire damage and have resistance to bludgeoning, piercing, and slashing damage.

PALADIN: OATH OF THE ELDRITCH HUNT

The Oath of the Eldritch Hunt is sworn to the eradication of the unnatural, the aberrant, and the alien. These hunters tread a fine line, enhancing themselves with their prey's powers whilst trying to maintain their own sanity. Unfortunately, this frenzied hunger drives many to madness, and it is no rare occurrence for these paladins to have to hunt their own.

This oath is found most frequently among paladins of the Radiant Order. Erroneously nicknamed grey templars, witch hunters, and knights aberrant, these oft-deformed warriors devote themselves to obliterating the scourge and its creations.

Tenets of the Eldritch Hunt

Resolve. Through willpower and tenacity, the strain of the hunt is endured; aching limbs and ailing minds are no reason to fall short.

Respect. Take life only when doing so protects others. Kill only when necessary, lest the bloodshed enamour your soul and hunter becomes beast.

Responsibility. Many rely on your talent to survive the moonlit nights. No matter the circumstances, do not fail them. Sacrifice your own body so that others can retain the sanctity of their own, untainted forms.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of the Eldritch Hunt Spells

Paladin Level	Spells
3	faerie fire, spectral slash†
5	moonbeam, hold person
9	displacing maw†, spectral fury†
13	black tentacles, maiden of bones†
17	contact other plane, hold monster

Dark Lord Studios

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Hunt the Prey. As a bonus action, you can call upon the sanctified hunt. You designate a creature within 60 feet of you as your prey, marking the target for 1 minute. As part of casting this channel divinity, and as a bonus action on subsequent turns, you can magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of the marked target. To teleport in this way, you must be able to see the marked target.

Stolen Eldritch Gift. As a bonus action, you use your channel divinity to enhance your body beyond your mortal limits. For 10 minutes, you can add your Charisma modifier to any Athletics, Acrobatics, and Perception checks that you make.

Sharpened Senses

At 7th level, you have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, within that range, no creature can hide from you.

At 18th level, this range increases to 30 feet.

Find Weakness

At 15th level, you have learned to read your prey to find any flaws they might possess. When you deal damage to a creature, you learn any damage resistances, immunities, or vulnerabilities that it has.

In addition, whenever you use your Hunt the Prey channel divinity, you can make a single weapon attack against the marked target when you reappear, as part of the same bonus action.

Perfect Hunter

At 20th level, you are the embodiment of the eldritch hunt. None can get in the way of your kill. As a bonus action, you activate the power of the true hunter. For the next minute, you gain the following benefits:

- You become invisible.
- You cannot be grappled, restrained, or paralyzed.
- Your weapon attacks deal an extra 1d8 necrotic damage, which bypasses resistance.

Once you use this feature, you can't use it again until you finish a long rest.

RANGER: LUNAR WARDEN

Lunar Wardens hold a deep fascination for the enigmatic powers of the moons, forming a profound bond with the ever-changing celestial bodies, drawing upon their forms to enhance their abilities. This ancient elven tradition has persisted through the ages, renewing its knowledge with each new moon that manifested itself. These wardens of old learned to harness these new lunar powers, consolidating their wisdom and passing it down through generations. Today, this conclave of stout defenders has become exceedingly rare, with only a sparse few members residing within the city-state's walls. While some whisper that members of this conclave can cleanse the moons of their corruption, the turmoil within Luyarnha suggests otherwise.

By embracing the lunar energies, these rangers undergo a transformation that melds their very essence with that of the moons, adopting aspects of their celestial beauty and might. As their bond with the moons deepens, Lunar Wardens attune themselves to the celestial bodies' forms, allowing them to channel lunar energies in extraordinary ways—mending grievous wounds using the power of a blood moon or burning asunder their foes with the blazing intensity of a scorching moon. When in perfect harmony with the eldritch body looming above, their abilities swell to incredible heights, transforming them into exceptional nocturnal hunters, whereas others would instead seek refuge from the dreadful moons.

Astral Affinity

When you choose this archetype at 3rd level, you gain the ability to harness the energy of the moon. You learn the *light* cantrip and have advantage on saving throws against direct effects caused by Eldritch Moons (e.g., you would have advantage on the saving throw caused by staring directly at the Vacuous Moon, but if a monster has enhanced abilities due to an Eldritch Moon, you wouldn't gain advantage on saving throws you make against those abilities).

Additionally, you gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet.

Moon Conduit

Starting at 3rd level, you have learned to harness the energy from the ever shifting moons of the world to enhance your abilities. Once per turn, you can channel a Moon Conduit from one of the Eldritch Moons, detailed below.

You learn all the following Moon Conduits. You can use Conduits a number of times equal to your Wisdom modifier and regain all expended uses after you finish a long rest. Starting at 7th level, you regain all expended uses after you finish a short or long rest.

Lunar Alignment. If you use a Moon Conduit that belongs to the moon currently looming over the world, your abilities become more powerful, detailed in the Lunar Alignment section of each Conduit.

List of Moon Conduits

Blood Moon of Rebirth

As an action, you beckon the powers of a black goat. You and a number of creatures of your choice up to your Wisdom modifier within 30 feet of you that you can see regain a number of hit points equal to your level in this class.

Lunar Alignment. When you use this Conduit, you can affect yourself and any number of creatures of your choice within 60 feet of you that you can see, which regain a number of hit points equal 1d4 x your level in this class. This healing also regrows any missing limbs, as per the *regenerate* spell.

Howling Moon

You harness the beast within you as a bonus action. For the next minute, you grow fur, fangs, and devastating claws. You are proficient with your unarmed strikes, which deal 1d6 plus your Wisdom modifier magical slashing damage on a hit, and you can use your Strength or Dexterity modifier for your attack and damage rolls with these claws. If your unarmed strikes already deal 1d4 or 1d6 damage before the transformation, the damage die becomes a d8.

Lunar Alignment. You unleash your lunar bloodlust. You have advantage on an attack roll with your claws against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated, and the damage die becomes a d12.

Marcelo Orsi Blanco

Shattered Moon

You beckon the shattered powers of the moon, attempting to break the magic in front of you. When you or a creature that you can see within 30 feet of you makes a saving throw against a spell or magical effect, you can use your reaction to dampen the magic, granting advantage on the saving throw.

Lunar Alignment. When this Conduit gives a creature advantage on a saving throw, they can reroll one of the dice once. Alternatively, you can use this reaction to instead cast *counterspell* at 5th level, though it automatically fails against spells of 6th level or higher. Wisdom is your spellcasting modifier for this spell.

Scorching Moon

You wreathe yourself in flames to scorch your foes. If you move at least 20 feet in a straight line toward a creature and then hit it with a melee attack on the same turn, you can force the target to make a Strength saving throw against your spell save DC. On a failure, they are knocked prone and take a number of d4s of fire damage equal to your Wisdom modifier.

Lunar Alignment. Creatures automatically fail their saving throw against this Conduit, and the fire damage they take becomes d6s instead of d4s and ignores resistance to fire damage.

Vacuous Moon

You step through the void. After being damaged by a ranged attack, you can use your reaction to teleport to an empty space you can see within 10 feet of the attacker. If the attacker is further than 60 feet away, this reaction fails.

Lunar Alignment. When you use this Conduit, you can teleport to an empty space you can see within 30 feet of the attacker and make a single weapon attack against them. If the attacker is further than 300 feet away, this reaction fails.

Glowering Moon

You subjugate your foes to the crushing woe of hopelessness. You can cast the *bane* spell at 2nd level without expanding a spell slot. If the targets are in direct moonlight, they have disadvantage on the saving throw.

Lunar Alignment. Creatures in direct moonlight now automatically fail the saving throw, and creatures under the effect of the spell take psychic damage equal to your level in this class at the start of each of their turns. If a creature remains under the effect of the spell for its entire duration, they fall unconscious. The condition ends if someone else uses an action to shake the creature out of its stupor.

Lunar Guidance

At 7th level, the moon strengthens your body in more ways than one. You gain resistance to radiant damage. If you already have resistance to that damage type, you gain resistance to your choice of cold or necrotic damage instead.

In addition, each time you use a Moon Conduit, a shard of the lunar energy remains within your body for 1 minute or until you expend it or use another Moon Conduit. You can expend this energy to gain advantage on one ability check, attack roll, or saving throw (no action required).

Additional Moon Conduits

Starting at 11th level, you learn to use new Moon Conduits that channel the powers of Eldritch Moons oft unseen.

Glacial Moon

As an action, you cover your body in a frozen armor. You gain temporary hit points equal to 1 + twice your Wisdom modifier. If a creature hits you with a melee attack while you have these hit points, the creature takes cold damage equal to 1 + twice your Wisdom modifier.

Lunar Alignment. When you use this Conduit, you instead gain temporary hit points equal to 5 x your Wisdom modifier (minimum of 1). If a creature hits you with a melee attack while you have these hit points, the creature takes cold damage equal to 5 x your Wisdom modifier (minimum of 1). This damage ignores resistance to cold damage.

Slumbering Moon

You can warp your body through eldritch means. You can cast *misty step* without expending a spell slot or using material components.

Lunar Alignment. You can cast *dimension door* without expending a spell slot or using material components.

Krakenlight

You create a bioluminescent lure before you. As an action, you can create a light above your head that emits dim light in a 10-foot radius centered on you. Hostile creatures within 30 feet of you that see the lure must make a Wisdom saving throw against your spell save DC or be charmed. While charmed, they are incapacitated and are compelled to move towards the lure with their movement each turn, only ending their movement when in the light. The charm effect lasts for 1 minute or until the creature takes damage.

Lunar Alignment. When you create this lure, the range is doubled, creatures have disadvantage on the saving throw, and the first time they take damage the effect doesn't end.

Creeping Tarlight

You can weave the tar lurking in the shadows to slow your foes. As an action choose up to three creatures within 30 feet of you can see, they must succeed on a Dexterity saving throw or be covered by tar for 1 minute. While covered in tar, their speed is halved, and they take a -2 penalty to AC and Dexterity saving throws. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures standing in darkness have disadvantage on this saving throw. You must concentrate on this effect as you would concentrate on a spell.

Lunar Alignment. You can harness more of the tar and can choose up to six creatures. While covered in tar, creatures are instead affected by the *slow* spell. You do not need to concentrate on this effect.

Sanguine Eclipse

You cause your foes to turn against each other. As an action, you can choose a creature within 30 feet of you that you can see that must make an Intelligence saving throw. On a failed save, it regards another creature of your choice that you can see within 90 feet of you as its mortal enemy until the start of your next turn. It must use its actions to attempt to kill its mortal enemy, disregarding all other creatures. Creatures that are immune to the charmed condition are immune to this ability.

Lunar Alignment. The duration of this Conduit extends to 1 minute. An affected creature can repeat the saving throw at the end of each of its turns to end the effect early. The effect also ends early if the target's quarry dies.

Celestial Tide

At 15th level, you can beckon the moon closer to you, using its enormous mass to shift the tides of battle. As an action, you can cast the *reverse gravity* spell without expending a spell slot or using material components, and the area of the spell is illuminated by direct moonlight.

When the spell ends, the lunar energy disperses and flows towards you, refreshing your lunar powers. You regain all expended uses of your Moon Conduit feature.

Once you use this feature, you can't do so again until you finish a long rest.

RANGER: TORTURER CONCLAVE

Enshrouded within the radiance of Luyarnha, a conclave of rangers lies concealed, their solemn duty vowed to the preservation of peace within the walls, regardless of the means. Ever vigilant against the insidious advance of the scourge, they have honed their inquisitorial craft, recognizing the importance of early prevention of this plague, achieved by finding and interrogating victims, and even potential victims, before signs of sickness manifest themselves.

Although these rangers have been known to serve the clergy and royalty, since the fall of the House of Commons, they are no longer beholden to the fickle desires of any specific lord or lady. Many are now driven by a loftier purpose, one that necessitates the utmost discipline and commitment, for they recognize that if the Scourge is allowed to propagate, it shall wreak havoc upon all they cherish. Yet, some pursue baser ambitions, offering their expertise to those who desire to bend these rangers to their malevolent will, extracting confessions or inflicting retribution upon adversaries. After all, torture, a practice as ancient as the very bedrock of the earth, is a dreadful instrument, potent enough to shatter even the most indomitable of spirits.

In the throes of battle, these rangers bring their torturous expertise with them, employing it with merciless precision to break their enemies, methodically subjecting them to unspeakable agony. They do not recoil from these savage tactics, for they understand that failure means death or a fate grimmer still. They show no mercy to their foes, for they are well aware that none would be extended to them in kind.

Disclaimer: *Please be advised that while some may use torture as a plot device or as a means of gathering information, it is a sensitive and disturbing topic. While the use of torture can be integral to the story being told, which is why it is included in this book, it is important to ensure that everyone at the table comes to an agreement regarding its use prior to the session beginning, and if it's included, whether descriptions should fade to black or be more detailed.*

Torture Tools

This satchel contains various small implements that can bludgeon, cut, and pierce in ways designed to maximize pain. Meant to extract the truth, many use these tools with far more nefarious intentions. Proficiency with these tools grants the following benefits:

Exhaustion. Using these tools for 1 hour on a restrained creature causes them to gain 1 level of exhaustion, after which you must make a Dexterity (torture tools) check. The DC is equal to 20 - the creature's Constitution modifier. On a failure, the creature takes 10 points of your choice of bludgeoning, piercing, or slashing damage.

Intimidation. When you make an Intimidation check against a creature whom you used these tools against, you gain a bonus equal to your proficiency bonus + twice the level of exhaustion the creature has.

Cost: 50 gp / Weight: 10 lb

Right: Carl Hassler; Left: Roman Kuzmin

Tools of the Trade

Starting at 3rd level, you've learned to interrogate and use implements of torture. You gain proficiency with torture tools and Insight checks, and your proficiency bonus is doubled for any ability check you make that uses them.

Torturer Techniques

Also at 3rd level, you learn to use techniques. Unlike others who require patience and careful preparation, you employ techniques that are fueled by your magic, letting you make use of torture tools even in the midst of hunts. You can use each technique twice and regain the ability to do so again when you finish a long rest, or when you expend a spell slot of 1st level or higher to reuse it.

Techniques. When you make a melee weapon attack against a creature while you have torture tools in one hand (or a free hand and the presence of torture tools at your disposal, such as strapped around your leg), as part of that attack, you can use a technique to enhance it in some way. You must use the technique before the attack roll is made, and regardless of the outcome, the use or the spell slot is expended. You can only use a technique once per turn, though you can use multiple different techniques in the same turn, and you can only use one technique per attack.

Empowered Techniques. At certain levels in this class, you gain the ability to empower your torturer techniques using magic. When you expend a spell slot to use a technique, you inflict extra damage, and the target suffers a penalty to saving throws it makes against the technique, as shown on the following table. You can't empower a technique using a spell slot of a level you haven't unlocked, even if you have higher level spell slots (e.g., through multiclassing or items).

RANGER LEVEL	SPELL SLOT UNLOCKED	EXTRA DAMAGE	SAVING THROW PENALTY
3	1st	Wisdom mod	-1d4
5	2nd	2 x Wisdom mod	-2d4
9	3rd	3 x Wisdom mod	-3d4
13	4th	4 x Wisdom mod	-4d4
17	5th	5 x Wisdom mod	-5d4

Additionally, the first two times you use a technique after you finish a long rest, you can expend a spell slot of 1st level or higher, in which case the technique is empowered as if you had expended a spell slot one level higher (up to a maximum of the highest spell slot you've unlocked).

Saving Throws. Some of your techniques require your target to make a saving throw to resist the technique's effects. The saving throw DC is calculated as follows:

Technique save DC = 8 + your proficiency bonus + your Wisdom modifier

Techniques

At 3rd level, you learn each of the following techniques. At higher levels, these techniques are improved.

Combing

You scrape, tear, and flay the victim's flesh. On a hit, the target takes an extra 1d12 slashing damage.

Starting at 7th level, if you damage a target two rounds in a row with this technique, it must make a Constitution saving throw against your technique save DC. On a failure, you tear away so much flesh that its body starts to bleed deeply. It takes 1d8 necrotic damage at the start of each of its turns (this damage can't be reduced or ignored in any way) for 1 minute. A bleeding creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Any extra damage from empowering this technique also applies to this necrotic damage. A creature can't suffer multiple instances of this effect at once.

Enucleation

You aim a vicious strike at the target's eye, reducing their vision to a macabre blur. On a hit, the target takes an extra 1d6 of the weapon's damage type and must succeed on a Constitution saving throw or have disadvantage on Perception checks and be blinded beyond 60 feet for 1 minute. Any healing ends this effect. The target can repeat this saving throw with disadvantage at the end of each of its turns, ending the effect on a success.

Starting at 11th level, if the target fails its saving throw against this technique two rounds in a row, it becomes blinded for 1 minute. Creatures with more than 2 eyes have advantage on this saving throw. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Hamstringing

You slash at the tendons. On a hit, the target takes an extra 1d8 slashing damage and must succeed on a Constitution saving throw or have its speed reduced to 0 until the start of your next turn.

Starting at 7th level, if the target fails its saving throw against this technique two rounds in a row, you sever its tendons, and its walking speed becomes 0 for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Nerve Scraping

You damage the target's nerves, causing its body to writhe in pain. On a hit, it takes an extra 1d8 psychic damage. The target must then succeed on a Constitution saving throw or lose its grip on reality, unable to differentiate friend from foe through the veil of pain; until the start of your next turn, it must use its action before moving on each of its turns to make a melee attack against a randomly determined creature within its reach other than itself. If no creature is within its reach, it acts as normal, though still can't discern allies and enemies, and if it makes an attack, it randomly determines a target within its reach or range other than itself.

Starting at 11th level, if the target fails its saving throw against this technique two rounds in a row, it suffers a 1d4 penalty to its attack rolls and saving throws for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Throat Chop

You deliver a fierce cleave to the target's throat, severely impairing its ability to breathe and speak. On a hit, the target takes an extra 1d8 bludgeoning damage and can't speak or use the verbal components of spells until the start of your next turn.

Starting at 11th level, if you hit a target two rounds in a row with this technique, it must make a Constitution saving throw against your technique save DC. On a failure, the pain shocks the target, which becomes stunned until the end of your next turn.

Tympanic Rupture

You slam the target's ears in an attempt to destabilize it. On a hit, the target takes an extra 1d10 bludgeoning damage and must succeed on a Constitution saving throw or become deafened for 1 minute. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Starting at 7th level, if the target fails its saving throw against this technique two rounds in a row, it is disoriented for the duration. While disoriented, the target can't take reactions.

Depraved Mind

By 7th level, you've seen the worst depravities that plague this world and have committed most of them. You are immune to the frightened condition and gain resistance to psychic damage.

In addition, if a creature attempts to read your mind or telepathically talk to you against your will, it must first make a Wisdom saving throw against your technique save DC. On a failure, it witnesses the horrors within your mind and fails to communicate with you, taking psychic damage equal to your level. On a success, it must repeat the saving throw after each minute spent reading your mind or telepathically talking to you against your will.

Veil of Pain

Starting at 11th level, when you damage a creature with your torturer techniques, you can attempt to rattle its mind with the pain. It must succeed on a Wisdom saving throw against your technique save DC or start dissociating your presence, its mind refusing to acknowledge the anguish you are causing it, only perceiving you as a flicker; you become heavily obscured to it for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

You can use this feature a number of times equal to your Wisdom modifier (minimum 1) and regain all expended uses when you finish a long rest.

Mental Agony

At 15th level, you know how to cause pain to your quarry both physically and mentally. When a creature that you can see within 60 feet of you that failed its saving throw against one of your torturer techniques since the start of your last turn makes a Wisdom, Charisma, or Intelligence saving throw, you can use your reaction to flourish your blades, smile, or perform a similar terrifying display, imposing a -1d10 penalty to the saving throw. Creatures that are immune to the frightened condition are immune to this effect.

ROGUE: BLADE OF RADIANCE

The Blades of Radiance, also called Steel Saints, are known to be one of the most lethal orders of the Church. In order to become a blade, one must be a devout follower of the faith, as only those who would die for the cause are deemed worthy. Prospective members are trained within the walls of the Church, taking on the clergy as their new kin, and discarding whatever familial bonds they might have held onto. Their zealous fervor grants them unrivaled powers on the battlefield, wielding massive weapons as if they were mere toys, infusing their blade with divine powers, and breaking down their foes one by one.

The Blades of Radiance receive an incredibly diverse range of missions. The most brutal of their members handle gruesome matters in a lethal fashion, whereas those of a more empathetic temperament are tasked with protecting their fellows. Despite this sundry in character, they all share one goal: safeguarding the Church and its members, no matter what.

Sanctified Champion

At 3rd level, your intense training bears fruit, granting you proficiency with martial weapons and medium armor. At the end of a long rest, you can perform a ritual on a melee weapon you are proficient with that deals piercing or slashing damage, sanctifying it. It becomes your sanctified blade, and you can only have one such blade at a time. When in your hands, your sanctified blade has the finesse property and is considered silvered.

Divine Blessings

Also at 3rd level, your devotion to eradicating enemies of the Church is made manifest by the righteous powers you wield. You have a pool of points that you can expend to fuel this divine power called Divine points. The number of points in the pool equals 1 + your Wisdom modifier (minimum 1). You regain all your expended Divine points when you finish a short or long rest. In addition, each time you kill an aberration, beast, fiend, or undead of CR ½ or higher with your sanctified blade, you regain one Divine point. Each time you expend a Divine point you gain temporary hit points equal to your Wisdom modifier.

Saving Throws. Some of your divine attacks require your target to make a saving throw to resist the effects. The saving throw DC is calculated as follows:

Radiance save DC = 8 + your proficiency bonus + your Wisdom modifier

You know the following features that each use your Divine points.

- **Armor of the Faithful.** When a creature targets you with an attack, you can expend one Divine point as a reaction. The target must make a Wisdom saving throw against your Radiance save DC. On a failed save, the creature must choose a new target or lose the attack or spell, and the creature can't target you until the start of your next turn. This feature doesn't protect you from area effects, such as the explosion of a *fireball*.

- **Divine Inspiration.** When you make a Religion, a History, or an Insight check, you can expend one Divine point to reroll the die and must use the new result. You can choose to do so after you roll the die, but before the outcome is determined. You gain a bonus to the check equal to your Wisdom modifier.

• **Rend the Blasphemous.** On your turn after taking the Attack action with your sanctified blade, you can expend one Divine point as bonus action to let the divine hand guide you. Make a weapon attack against a creature within your reach. You gain a bonus to your attack roll equal to your Wisdom modifier.

Righteous Armament

At 9th level your faith gives you the power to rebel against fate itself. You learn the following features that each use your Divine points:

• **Chains of Judgement.** When you hit a creature with your sanctified blade, you can expend one Divine point to create radiant chains that restrain the creature. The target must succeed on a Strength saving throw against your Radiance save DC or take radiant damage equal to your Wisdom modifier and become restrained until the end of your next turn.

• **Divine Retaliation.** When a creature damages you with a melee attack, you can use your reaction and expend one Divine point to make a melee weapon attack with your sanctified blade against the creature. If you hit, you gain a bonus to the attack's damage roll equal to your Wisdom modifier.

• **Erupting Blades.** When you hit a creature with an attack that could apply your Sneak Attack damage, you can expend one Divine point to cause a rain of radiant blades to fall on the battlefield. Instead of damaging the creature with your Sneak Attack, all creatures in a 20-foot-cone originating from the target (including the target) must make a Dexterity saving throw against your Radiance save DC, taking radiant damage equal to your Wisdom modifier + half your Sneak Attack damage on a failed saving throw, or half as much damage on a successful one.

Saintly Revelations

At 13th level, you experience revelations, showing you how to channel divine energy to embolden your blade. You learn two cleric cantrips of your choice. In addition, you can cast *protection from evil and good*, *heroism*, and *shield of faith* at will, requiring no components, and only targeting yourself. Wisdom is your spellcasting modifier for these spells.

Starting at 17th level, you do not need to concentrate on these spells, though you can only have a single spell from this feature active at a time.

Final Judgement

At 17th level, your sanctified blade becomes imbued with holy power. You can speak a command word (no action required) to cause your blade to emit bright light in a 30-foot radius and dim light for an additional 30 feet. The light lasts until you speak the command word again or you stow your weapon. While emitting light in this way, the weapon is considered a magic weapon and attacks made with it deal an extra 2d4 radiant damage on a hit.

In addition, while wielding the blade, as an action, you can cast *spirit guardians*, requiring no components. Creatures within the area of the spell are considered within 5 feet of an enemy for the purposes of your Sneak Attack. Once you cast the spell in this way, you can't do so again until you finish a long rest, unless you expend three Divine points to use it again.

ROGUE: SHADOW

The origin of the Shadows is shrouded in mystery. Some say that it was first created by a group of nobles who stole a tome of forbidden magic from an errant cursed-blood scholar, while others believe that the tome was granted to them by an entity that resides deep in the cosmos, in exchange for an unspoken vow.

Regardless of their organization's origins, today, shadows are a closely guarded secret of the Silverblood Royalty, a tool meant for discreet political assassinations and silent espionage. Mere legends to the common folk, these rogues blend into the darkness, vanishing from sight, only to reappear unseen calling forth their dreadful rifles to dispatch their foes with deadly precision.

Umbral Weapon

At 3rd level, you gain proficiency with firearms, and you learn to make an umbral weapon by wreathing a rifle in shadows with a grim ritual. You perform the ritual over the course of 1 hour, which can be done during a short rest or long rest. The rifle must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and bond with it.

Once you have bonded a rifle to yourself, you can't be disarmed of it unless you are incapacitated. If it is on the same plane of existence, you can summon the rifle (no action required) on your turn, causing it to teleport instantly to your hand. Your umbral weapon keeps its original properties with the following alterations when you use it: it doesn't have the Barrel property, it doesn’t require ammunition, and it doesn’t make sound when fired.

You can only have one bonded weapon. If you attempt to bond with a second weapon, your bond with the first one ends.

Shadow Movement

Starting at 3rd level, you can become one with the shadows. When you are in darkness, you can use your bonus action to take the Hide action with advantage on the Stealth check and turn into a shadowy, amorphous version of yourself. While in this form, you have advantage on Stealth checks, can move through a space as narrow as 1 inch wide without squeezing, have a climbing speed equal to your walking speed, and are incapacitated. This transformation ends after 1 minute, if you enter dim or bright light, or if you take damage.

You can choose to end the transformation early (no action required) on your turn. If you do so and are in darkness, you can make one weapon attack with your umbral weapon, weaving shadows into a bullet; if you miss, your location isn’t revealed. The damage die of this attack is 1d4, instead of the weapon’s regular damage die.

Tenebrous Body

By 9th level, your eyes are adapted to tenebrosity. You can see normally in darkness and dim light, both magical and nonmagical, to a distance of 120 feet. In addition, you can maintain the transformation of your Shadow Movement for up to 1 hour.

Grim Curse

Starting at 13th level, you can animate the shadows of your foes, turning them against each other. When you hit a creature with your umbral weapon and deal Sneak Attack damage to it, you can sacrifice up to three of your Sneak Attack damage dice. Each die sacrificed in this way doesn't deal damage. Instead, the target must make a saving throw (DC equals 8 + your Dexterity modifier + your proficiency bonus). On a failure, it suffers a condition until the start of your next turn. If you and the target are in darkness, the target suffers a -1d6 penalty to its saving throw. The type of saving throw and resulting condition are based on the number of Sneak Attack damage dice you sacrifice.

Sneak Attack Dice Sacrified	Condition	Saving Throw
1	Prone	Dexterity
2	Restrained	Strength
3	Blinded	Constitution

Veil of Shadows

Beginning at 17th level, the shadows beckon you. When you use your Uncanny Dodge feature, you can choose to teleport to an unoccupied space you can see within 30 feet of you that is in darkness and make one attack with your umbral weapon against the attacker. If there are no such spaces available, you can’t teleport, but you can make the attack if you are already in darkness.

Marcelo Orsi Bianco

SORCERER: SCION OF MADNESS

The eldritch powers that lurk beyond the veil of the moon have plunged the world into chaos. This chaos is what gives you might; there isn't any form of power more pure nor more potent than this eldritch insanity. You might have endured nightmarish experiments, possibly a higher being has taken an interest in you, or maybe you're a mere pawn in an outer god's scheme. Perhaps you were blessed by powers that shouldn't be, or one of your parents was under an eldritch curse. Whatever the case may be, this insanity consumes you, and will be unleashed on the world, for better or atrociously worse.

Mind of Madness

At 1st level, the depraved insanity that lurks within you is always torturing your mind, yet in this chaos you find power. Whenever you gain a madness, you can choose to reroll on the appropriate table, gaining the new effect instead.

In addition, when a creature attempts to read your thoughts or scry on you, they can only witness the insanity that ravages you. They take psychic damage equal to your level in this class, their magic or ability fails, and they must succeed on a Wisdom saving throw against your spell save DC or gain a short-term madness.

Spread of Chaos

Also at 1st level, you can infuse your magic with your eldritch insanity. When you cast a spell of 1st level or higher that doesn't have a range of self, you can cause each creature affected by the spell to make a Wisdom saving throw against your spell save DC or gain a short-term madness.

If your spell targets more than one creature, you must make a Charisma saving throw against a DC equal to 10 + the spell level + the number of creatures targeted by the spell. On a failure, the spell fails and you gain one short-term madness, but you do not expend the spell slot nor the use of this feature. On a success, each creature is affected as normal. Once you use this feature, you must finish a long rest before you can use it again.

Any time before you regain the use of this feature, the GM can have you roll on the Short-Term Madness table (see page XX) immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

Depths of Depravity

Starting at 6th level, you can let the insanity within you warp the magic of the world. When a creature that you can see within 120 feet of you must make a saving throw, if you are affected by at least one madness, you can use your reaction to add insanity to the magic, giving the creature disadvantage on the saving throw. If the creature fails the saving throw, you feed on the ensuing chaos; you regain a sorcery point for each madness affecting you.

Once you use this feature to regain sorcery points, you can't use it again until you finish a short or long rest.

Powers of Insanity

Where madness rots the mind and body of most, it only serves to strengthen you. At 14th level, whenever you roll on a madness table and roll a d10 to determine which specific aspect of the madness overtakes you, you can roll a second d10 and choose the lower result of the two. In addition, gaining a madness doesn't cause you to be stunned.

Maddening Hunger

Your magic feeds on the insanity of this world. At 18th level, whenever you gain a madness, you regain sorcery points: short term madness, 1d4 sorcery points; long-term madness, 2d4 sorcery points; and indefinite madness, 4d4 sorcery points.

WARLOCK PATRON: THE VOID

These warlocks have made a pact with an eldritch being from the deepest depths of the Cosmos—a being that devours energy, holds the secrets of creation, and paves the way to the apocalypse. Pray that they are not aware of your presence. A deep fascination for the cosmos, or perhaps profound meditation on the heat death of the universe could've brought about the circumstances that lead to this pact. Very few are able to withstand such knowledge and power, and the few that do are often seen as mysterious and reclusive figures.

Warlocks who strike a pact with the Void walk an eerie and dangerous path, focused on manipulating gravity and harnessing the immense power of black holes. Crushing their foes in condensed wells of gravity, whilst liberating themselves from the shackles that hold them, these warlocks carve their own destiny under the guidance of the cosmos.

Expanded Spell List

The Void lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

The Void Expanded Spells

Warlock Level	Spells
1	feather fall, gravity leap†
3	otherworldly gaze†, pressure cage†
5	astral barrage†, blink
7	black tentacles, resilient sphere
9	telekinesis, starfall†

Fugite Omnis

At 1st level, you can partially ignore the shackles of gravity. You gain the ability to hover a few inches off the ground. You can ascend and descend as part of your movement. You can't hover more than a foot above the ground and fall if you are above that height. If you were to be knocked prone while hovering, you are instead made to stand on the ground.

Marcelo Orsi Blanco

Voracious Void

At 1st level, as a bonus action, you can create a miniature black hole, in the form of a 5-foot-radius sphere, centered on a point on the ground that you can see within 60 feet. This black hole has a domain of influence of 10 feet beyond its own radius. It lasts for 1 minute or until your concentration is broken (as if you are concentrating on a spell). The black hole is considered difficult terrain for all creatures except for you.

When the sphere appears and at the start of each of your turns until the ability ends, unsecured objects within the domain of influence of the miniature black hole are pulled toward the sphere's center, ending in an unoccupied space as close to the center as possible.

As part of creating the sphere, and on subsequent turns as a bonus action, you can choose a creature within the domain of influence of the black hole, increasing the pull of gravity around them. They must succeed on a Strength saving throw against your spell save DC or be pulled straight toward the sphere's center, ending in an unoccupied space as close to the center as possible. A creature that enters the black hole's space for the first time on a turn or starts its turn there takes 1d6 magical bludgeoning damage and its speed is halved until the start of its next turn.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a warlock spell slot to use it again.

This miniature black hole grows with you. When your pact magic increases in power, so does this feature:

- At 3rd level in this class, when a creature enters the black hole's space for the first time on a turn or starts its turn there, it is restrained for the duration. A restrained creature can attempt to free itself by using an action to make an Athletics check against your spell save DC. On a success, the creature is no longer restrained by the black hole and moves to the nearest unoccupied space outside the black hole.
- At 5th level in this class, the domain of influence of the sphere increases to 20 feet and the damage to 2d6. A creature reduced to 0 hit points while inside the black hole is annihilated, along with any nonmagical items it is wearing or carrying.
- At 7th level in this class, the radius of the black hole increases to 10 feet.
- At 9th level in this class, the damage increases to 3d6 and the sphere's domain of influence to 30 feet. You can summon the black hole at any point that you can see, not just on the ground. If the sphere is in the air, creatures restrained by it hover inside the black hole.

Gravitational Pull

At 6th level, when a creature you can see within 120 feet of you is targeted by a ranged attack, if your Voracious Void is active, you can use your reaction to divert the strike. If the attack passes through the miniature black hole or its domain of influence, you can make a ranged spell attack. If you roll higher than their attack roll, you deflect the trajectory and the target takes no damage. If you roll lower, you reduce the damage by 1d6 + your Charisma modifier. If you roll a 20, the attack is deflected and streaks towards the center of the black hole, randomly hitting one of the creatures inside, if any are present.

Warp Gravity

At 10th level, you can bend gravity around you at will, allowing you to move through the air as if you were walking on solid ground. You gain a flying speed equal to your walking speed and can hover. You can grant these benefits to one creature that is touching you. They lose this flying speed immediately if they are no longer in contact with you.

Oblivion

At 14th level, you can unleash the ravenous hunger of the void. When you use your Voracious Void ability, you can choose to let it run wild. In that case, rather than as a bonus action, whenever a creature starts its turn within the black hole or its domain of influence, they must succeed on a Strength saving throw against your spell save DC or be pulled to the center. You and your choice of a number of creatures equal to your Charisma modifier (minimum 1) aren't affected by this effect.

Once you use this feature, you can't do so again until you finish a long rest.

Note: *The black hole and its domain of influence are two different things. At 3rd level, only the black hole, meaning the 5-foot radius sphere at the center of your ravenous void, can restrain creatures.*

PACT BOON: PACT OF THE TRIGGER

You can use your action to draw upon the powers of your Patron and create a hex gun in your empty hand. You can choose the form that this spellcasting focus takes each time you create it. It can either be a Revolver or a Sniper (detailed below).

Your hex gun disappears if it is more than 5 feet away from you for 1 minute. It also disappears if you use this feature again, if you dismiss it (no action required), or if you die.

Your hex gun acts as a spellcasting focus, and when you cast cantrips with it, it channels them as bullets (these still count as spells). Instead of increasing the damage of the cantrip when you reach certain levels, you can cast the cantrip additional times as part of the same action (except for Eldritch Blast, which is cast as normal). To be cast in this way, the cantrip must deal damage, must make a spell attack or require a saving throw, and must have a range other than self.

When you cast a cantrip in this manner, you cast it 2 times at 5th level, 3 times at 11th level, and 4 times at 17th level. The cantrip can deal its damage more than once, but its other effects can't be applied again.

Revolver Form: Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged spell attack rolls cast through the hex gun. While wielding this weapon, you know the *shocking grasp* cantrip.

Sniper Form: Your ranged spell attack rolls cast through the hex gun have their range doubled and ignore half-cover. While wielding this weapon, you know the *ray of frost* cantrip.

Eldritch Invocations

Agonizing Shots

Prerequisite: Pact of the Trigger feature

When you cast a cantrip with your hex gun, add your Charisma modifier to the damage it deals on a hit (if you don't already add your Charisma modifier to it).

Bullet Hell

Prerequisite: 5th level, Pact of the Trigger feature (revolver form)

As a bonus action, you temporarily duplicate your hex gun to unleash a flurry of bullets. All creatures within a 15-foot cone in front of you must succeed a Dexterity saving throw against your spell save DC or take 2d10 force damage. This damage increases to 3d10 at 11th level and 4d10 at 17th level. To use this bonus action, you need to be holding your hex gun in one hand and have the other hand free.

You can use this invocation a number of times equal to twice your Charisma modifier (minimum of twice), and you regain all expended uses when you finish a long rest.

Crippling Shot

Prerequisite: Pact of the Trigger feature (revolver form)

Once on each of your turns when you damage a creature with an attack made using your hex gun, you can force it to make a Strength saving throw against your spell save DC or fall prone and have its speed reduced to 0 until the start of your next turn.

You can use this invocation a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Dead Eye

Prerequisite: 15th level, Pact of the Trigger feature (sniper form)

If you haven't moved this turn, you can take aim as a bonus action, reducing your speed to 0 and granting you advantage on all attacks you make using your hex gun until the end of your turn.

Headshots

Prerequisite: 9th level, Pact of the Trigger feature (sniper form)

As a bonus action, you can enhance your focus to see the weak spots of your foes. For the next minute, attacks you make using your hex gun score a critical hit on a roll of 19 or 20. Once you've used this invocation, you can't use it again until you finish a short or long rest.

Quickstep

Prerequisite: 7th level, Pact of the Trigger feature

Your reflexes are honed. As a reaction, when an enemy makes a melee attack against you, before being hit, if your speed isn't 0, you can move 5 feet away from the foe without triggering opportunity attacks, potentially avoiding the attack if you leave its range.

You can use this invocation a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Reckless Fire

Prerequisite: Pact of the Trigger feature

Your shots are like a rain of lead. When you roll a 1 or 2 on a damage die for a cantrip you cast with your hex gun, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Repeating Cantrips

Prerequisite: 5th level, Pact of the Trigger feature

When you fire a cantrip through your hex gun, its non-damaging effects (such as the speed reduction from *ray of frost*) can apply multiple times but not more than once per creature.

Ricochet

Prerequisite: 7th level, Pact of the Trigger feature

Until the end of your turn, you enhance your hex gun. When you hit a creature with a cantrip cast with your hex gun, you can immediately cause the hit to wound a second creature within 15 feet of the original target. The second target takes damage (of the type of the cantrip) equal to your Charisma modifier (minimum 1).

You can use this invocation to enhance your hex gun a number of times equal to your Charisma modifier, and you regain all expended uses when you finish a short or long rest.

Riposte

Prerequisite: 7th level, Pact of the Trigger feature (revolver form)

When an enemy attacks you with a melee attack, you can fire a special bullet to counter it as a reaction before being hit. Make a melee or ranged spell attack. On a hit, the enemy takes 1d10 force damage, its attack fails, and it is stunned until the end of its current turn.

Once you've used this invocation to damage an enemy, you can't use it again until you finish a short or long rest.

WIZARD: OSTEOMANCER

Osteomancers are powerful wizards who understand the power that can be harvested from bones. Often said to be cursed and talked about under cover of night, this sort of magic makes the uneducated shiver and the scholar morbidly curious. Those who have the cunning, bravery, or simple foolishness to pursue research in this field find themselves rewarded with afflicted knowledge. These accursed souls are known as Osteomancers.

The abilities of an Osteomancer are unsettling, if not terrifying to most. Due to their focus on manipulating bones, a topic that is cloaked in mystery and taboo, regular folks regard them as cursed and malevolent beings. Those who see their magic at work have compared it to witnessing a puppet master—bending and twisting enemies to their whim. Many people fail to realize that an Osteomancer's favorite puppet is themselves, and that they will readily desecrate their own body in order to crush their opponent.

Brittle Bone Armor

Starting at 2nd level, you learn the basics of osteomancy, using it for protection. As a bonus action, if you're not wearing armor or wielding a shield, you can force a frame of bones out of your body to protect you. This grants you temporary hit points equal to 2 times your level in this class.

This armor lasts for one minute, or until you lose the temporary hit points. While you have these temporary hit points, you gain resistance to slashing and piercing damage, and you gain a bonus to AC equal to one-third your level in this class (rounded down, minimum of 1). Once you've used this feature, you can't use it again until you finish a short or long rest.

Ognjen Sporin

Anatomical Expert

Also at 2nd level, your pursuit of osteomancy has required many hours studying the anatomy of a myriad of creatures. You gain proficiency in Medicine checks, and when you make a Medicine check, you gain a bonus to the check equal to your Intelligence modifier. In addition, when this check concerns a creature that possesses a skeleton, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Bone Puppetry

Beginning at 6th level, as an action, you focus your grim magic towards a creature with bones within 60 feet of you. It must make a Strength saving throw against your spell save DC. On a failure, you take total and precise control of its skeleton. Until the end of the creature's next turn, it takes only the actions you choose and doesn't do anything that you don't allow it to do. In the creature's efforts to resist your command, attack rolls it makes against its allies have disadvantage, and its allies have advantage on saving throws from effects caused by the creature.

You can only have one such creature under your control at a time. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

Skeletal Mastery

Starting at 10th level, you are a master of your own body; you can reshape your bones, including those of your face, to appear as a completely different person. You can cast *alter self* at will, without expending a spell slot or needing to concentrate on the spell. When you cast this spell using this feature, you can only use the Change Appearance or Natural Weapons options.

In addition, you also gain the ability to dissolve or restore your own skeleton as an action. While boneless, you can move yourself through sheer muscular and magical control. In this form, your speed becomes 10 feet, and you can move through a space as narrow as 5 inches without squeezing. Further, you are considered prone, cannot use your hands, and you can't attack or cast spells. As a bonus action, you can regenerate the bones in your hands to exert finer control over them until the end of your next turn.

Improved Bone Puppetry

At 14th level, you've enhanced your mastery over skeletal manipulation. When a creature fails its saving throw against your Bone Puppetry feature, your control of the creature lasts for 1 minute instead. The creature can't resist your command; it doesn't suffer disadvantage on attacks against its allies, nor do they have advantage on saves against effects caused by the creature. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. You must concentrate on this feature as you would concentrate on a spell, and damage can't break your concentration.

Once under your control, when the creature repeats the saving throw against your Bone Puppetry, you can choose to expend one additional use of the feature to give the creature disadvantage on the save. You must decide to do so before seeing the result of the roll.

Dean Spencer

FEATS

Brutal Attacker

Prerequisite: 1st-level jaeger, Strength 18 or higher

You master a reckless approach that maximizes your offensive capabilities.

- You can wield a two-handed weapon in one hand, as long as your other hand is empty or wielding a one handed weapon.
- When you reduce a creature to 0 hit points, your next attack roll before the end of your next turn gains advantage.

Cannoneer

Prerequisite: 8th Level, Strength 19 or higher

The best defense is a good offense, and the best offense is a cannon; which you're an expert at:

- Increase your Strength score by 1, to a maximum of 20.
- You gain proficiency with cannons.
- You can reload cannons as a bonus action instead of an action. You can use this bonus action only if you haven't moved during your turn, and after you use the bonus action, your speed is 0 until the end of your turn. Starting at 11th level, this doesn't hinder your movement, and you can use one of your attacks to reload instead. Starting at 20th level, you can ignore the artillery property of cannons.
- You know how to expertly handle cannons and their ammunition; the weight of cannons and cannonballs count as half for you.
- Your attacks with cannons deal double damage against objects and structures.

Phan Tuan Dat

Cosmos Touched

Your exposure to the cosmos has changed you, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

- You learn the *alter self* spell and one 1st-level abjuration or transmutation spell of your choice. You can cast each of these spells once without expending a spell slot. Once you cast either of these feat's spells, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. Your spellcasting ability for these spells is the ability score increased by this feat.

Focused Hunter

During hunts, you are capable of bursts of focus when you need them most. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain 1 Focus Point (adding to your existing Focus Points if you already have Focus Points), and learn one new Focus Art, choosing from Weapon Parry, Dodge Step, or any of the jaeger's Additional Focus Arts. You regain all expended Focus Points when you finish a short or long rest.

Marksman

You know your firearms inside and out and are a master at handling them. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- Weapons with the Barrel (S) property count as weapons with the Barrel (F) property for you.
- You can ignore the Barrel property of weapons with the Barrel (F) property.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- You do not have disadvantage on ranged attacks against prone creatures within 30 feet of you.

Osteomantic Adept

Osteomancy draws from sacrifice. Carve your own flesh to enhance these powers:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- When you cast an osteomancy* spell of 1st level or higher, you can sacrifice your life force to empower it, increasing the level this spell is cast at by one. You then roll a number of d6s equal to half the original spell's level (rounded up, minimum of 1), taking necrotic damage equal to the number rolled, which cannot be reduced in any way.

Osteomancy Spells: *Bone Claws, Bone Shield, Fractured Shell, Phalangeal Shot, Arm Cannon, Bone Cocoon, Calcified Memories, Rolling Bones, Rupturing Curse, Skeletal Tail, Displacing Maw, Osseous Cage, Osseous Impalement, Rubber Bones, Dread Scarecrow, Graveyard Shuffle, Maiden of Bones, Chisel Skull, Forest of Dread, Wall of Bones, Amputate, Boneyard, Aspect of Death, Osteophagia.*

Optional: Great Weapon Adept

Prerequisite: 4th level

You've mastered the art of using a weapon's weight to your advantage by using its momentum to strengthen your attacks. You gain the following benefits:

- Once on each of your turns when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can immediately make one melee weapon attack (no action required).
- Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage. You cannot do so if the attack is made with the opposite end of your weapon.

Optional: Sharp-shooter

Prerequisite: 4th Level

You're a master of ranged warfare and can pull off shots that others call impossible:

- The normal and long range of ranged and thrown weapons is doubled for you.
- Your ranged weapon attacks ignore half cover, and three-quarters cover is considered half cover for you.
- Once on each of your turns when you make a ranged weapon attack, you can add your proficiency bonus to the damage roll.

Design Note: *These optional feats replace other feats with a similar name, balancing player options introduced in Steinhardt's Guide to the Eldritch Hunt.*

BACKGROUNDS

AMNESIAC

You woke up one day in the city of Luyarnha, with no memory of who you were or where you came from. You're near-certain that this place is not your home, but all the memories of your past life are a haze of indistinct shapes and sounds. Faint images, like that of a silver lake or a towering mountain, flash through your mind but they provide no concrete details of your origin. You only know that you must find the truth, at any cost.

Skill Proficiencies: Insight, Investigation
Tool Proficiencies: One type of artisan's tools
Languages: Common and Deep Speech
Equipment: A set of common clothes, a small keepsake from your forgotten past, a set of artisan's tools with which you are proficient, and a pouch containing 10 gp

Feature: Lingering Echoes

The echoes of your lost memories sometimes surface in surprising ways. When you enter a new location or meet a new person, there's a chance something about them will trigger a faint recollection from your past. The GM might allow you to recall a small detail about the world, give you a hint about the situation at hand, or allow you to use your proficiency with a skill or tool you aren't normally proficient with for a single roll.

Suggested Characteristics

Your amnesia makes you a blank slate, and can make you eager to experience the world anew and desperate to reclaim your lost past. It also can make you feel adrift and disconnected from the people around you.

D8	PERSONALITY TRAIT
1	I feel a deep sense of loss that I can't explain.
2	I am fascinated by new experiences and sensations.
3	I get frustrated when others know more about me than I do.
4	I feel an inexplicable connection to certain places or things.
5	I have an unquenchable thirst for knowledge, to fill the void left by my forgotten past.
6	I have a wary nature due to the uncertainty of my identity.
7	My dreams are full of cryptic symbols and images that I try to decipher.
8	I have a heightened empathy for the suffering of others.

D6	IDEAL
1	**Order.** My life is in chaos. I will establish rules to make sense of the world around me. (Lawful)
2	**Resilience.** I will endure all challenges until I find the answers I seek. (Any)
3	**Freedom.** I have lost myself once; now I will seize control of my fate and carve my own path, regardless of the rules. (Chaotic)
4	**Isolation.** The less I involve myself with others, the less harm my past can cause them. (Neutral)
5	**Sanity.** I must ensure that no one else loses themselves, be it to amnesia, madness or scourge. (Good)
6	**Ruthlessness.** I will ensure that those responsible for my memory loss pay. (Evil)

D6	BOND
1	I am drawn to a particular landmark; I must see what's inside it with my own eyes.
2	An item I carry is the key to my past; I will protect it at all costs.
3	I dream of a person who seems important; I must find them.
4	An unsettling symbol haunts my dreams; I must uncover its meaning.
5	I feel a deep bond with a new acquaintance, a connection that transcends both our memories.
6	The fear in the eyes of Luyarnha's citizens resonates with me; I must alleviate it.

D6	FLAW
1	I have a fear of losing my newfound identity.
2	I often hesitate, fearing my past actions might catch up with me.
3	I distrust people, thinking they know more about me than they let on.
4	I avoid forming attachments, afraid they will forget about me too.
5	I obsess over small details, convinced they hold the key to my past.
6	I am overly defensive, afraid that others will take advantage of my amnesia.

BEAST HUNTER

Growing up, the menacing presence of the Scourge loomed over your life in the city. The beasts terrified you, destroyed your homes, and took away people you loved. Driven by vengeance, fear, or a desire for justice, you chose to become a hunter. The Church, a mentor, or the Radiant Order taught you the ways of the hunt, giving you the knowledge and skills needed to defend your city and yourself. Whether you were once a simple citizen turned protector or a seasoned veteran of the First War hardened by countless battles, you have become an essential line of defense against the darkness.

Skill Proficiencies: Choose one between Acrobatic or Athletics; and one between Medicine or Survival
Tool Proficiencies: Herbalism kit
Equipment: A set of common clothes, a trophy from a beast you've slain, a hunter's kit (includes 20 lead bullets, a silvered dagger, a flare, and a silver flask), a healer's kit, and a belt pouch containing 10 gp.

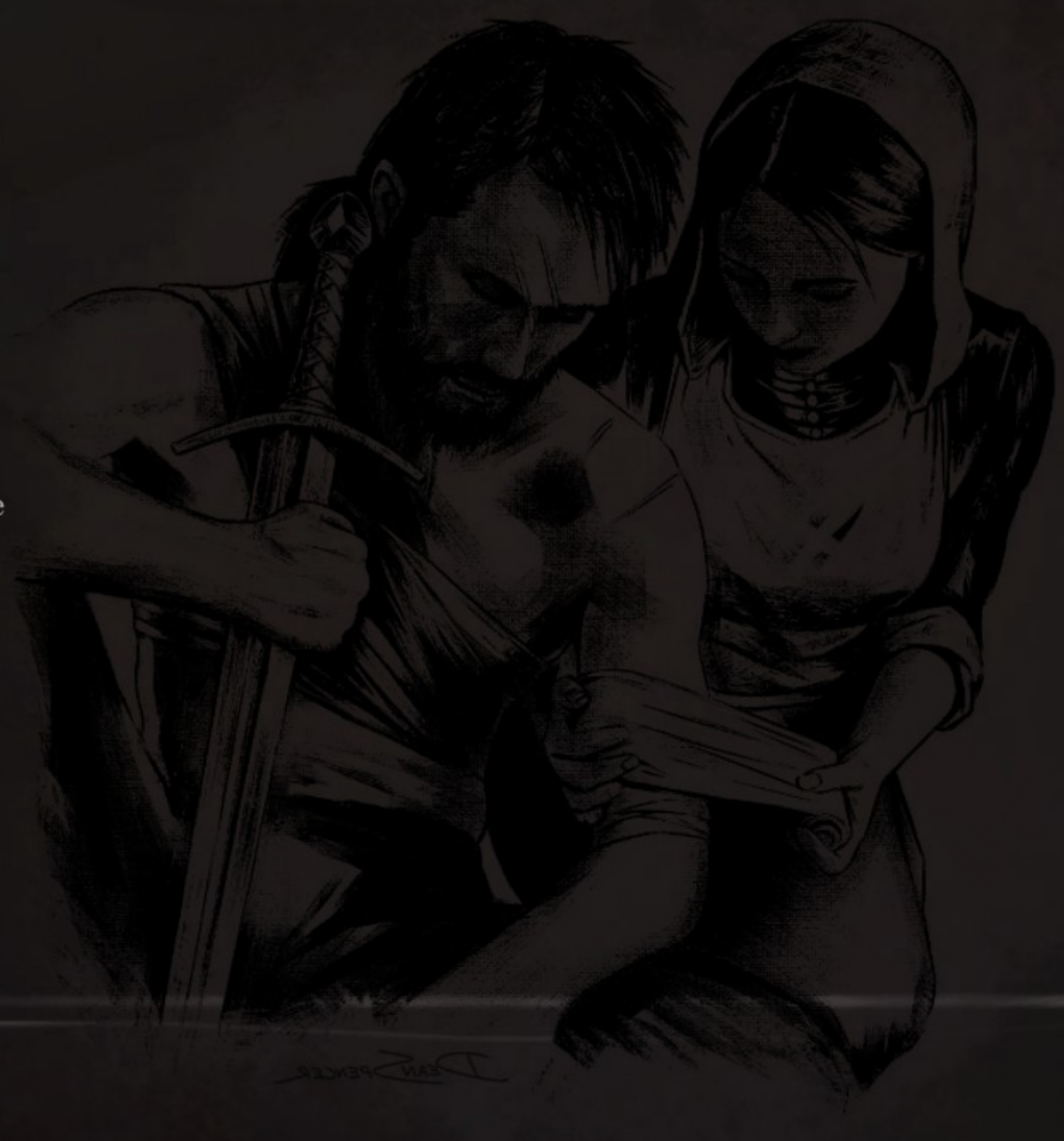
Feature: Born of the Hunt

Your continuous battles against the beasts have fortified your body and mind against the horrors of the Scourge. When an aberration or beast forces you to make a saving throw against the frightened condition, you gain a bonus on saving throws equal to your proficiency bonus. Additionally, you share a strong bond with fellow hunters, allowing you to request favors from them.

Suggested Characteristics

As a Beast Hunter, you have dedicated your life to combating the Scourge and the monsters it creates. Your constant exposure to the horrors of the plague has hardened you, yet beneath the cold exterior, you harbor a deep compassion for those who suffer from it.

D8	PERSONALITY TRAIT
1	I keep my emotions under control, for I fear the day I lose control over them and my humanity.
2	I am stoic, rarely showing any signs of distress. The beasts smell fear.
3	I have a crude sense of humor. Laughter keeps the fear at bay.
4	I am haunted by the beasts I have slain.
5	I am deeply spiritual. I believe the Church is our only hope for salvation.
6	I value strength above all else. The weak will not survive.
7	I am always alert. Danger can appear at any moment.
8	I am fiercely protective of my fellow citizens.



Dean Spencer

D6	IDEAL
1	**Protection.** It is my duty to protect the innocent from the Scourge. (Good)
2	**Anger.** The beasts must pay for the lives they've taken. (Chaotic)
3	**Faith.** I trust in the Church. Their wisdom guides my blade. (Lawful)
4	**Survival.** The most important thing is to survive another night. (Neutral)
5	**Cunning.** Understanding my prey is key to trapping, torturing and otherwise defeating them. (Evil)
6	**Courage.** I must stand tall in the face of fear. Only then can I inspire others to do the same. (Good)

D6	BOND
1	The Church trained me and I owe them my life.
2	I hunt to avenge my loved ones taken by the Scourge.
3	I fight to protect the people of my neighborhood.
4	I am hunting a specific beast that took a part of me.
5	My weapon is a symbol of my duty and a keepsake from a mentor.
6	The war veterans taught me everything I know about fighting. I owe them a great debt.

D6	FLAW
1	I have a reckless streak that often gets me into trouble.
2	I struggle with the brutal nature of the hunt, and fear it's changing me.
3	I am overly suspicious of everyone and everything.
4	I carry a deep guilt for those I couldn't save.
5	I am obsessively hunting a particular beast, disregarding all else.
6	I harbor a deep-seated fear of losing my humanity in my bestial fury.

CULT INITIATE

Whether through your own choice or a twist of fate, you found yourself part of a clandestine and often misunderstood group of individuals—a cult. This may have been a circle focused on the symbiotic relationship of flesh and nature, a scholastic order obsessed with the cosmos, or followers of a prophecy predicting the apocalypse. However, your faith or circumstances have since changed, leading you to leave the confines of the cult. You might still be an active member, or you've escaped its influence. Either way, your experiences within the cult and the knowledge you've gained have left a deep impact on your life.

Skill Proficiencies: Choose one between Arcana or Religion; and one between Persuasion or Survival
Languages: Choose one between Deep Speech, Infernal and Sylvan, reflecting the cult to which you belonged
Tool Proficiencies: One type of artisan's tools or musical instrument
Equipment: A set of common clothes, a brimmed cloak, a trinket or symbol representing your cult, a piece of jewelry worth 10 gp, a hooded lantern, five flasks of oil, and a pouch containing 5 gp.

Feature: Cult Secrets

You know the secret signs, phrases, rituals, and traditions of your cult, and can recognize them anywhere. In addition you can recognize similar signals from other cults. Furthermore, you have advantage on checks made to pass yourself off as a member of similar cults, potentially gaining trust or access to resources.

Suggested Characteristics

Whether you are a current or former member of a cult, your experiences have shaped you. As a follower, you are guided by deep-seated beliefs and rituals, while as a former member, your past continues to haunt you, and you may be driven by a desire for redemption or revenge.

D8	PERSONALITY TRAIT
1	I always keep my thoughts and emotions hidden, a habit from my cult days.
2	I am curious about other belief systems and constantly compare them to my own.
3	I feel most comfortable following rituals and routines.
4	I am always questioning everything and seeking deeper meanings.
5	I feel lost and disconnected after leaving my cult.
6	I can be charismatic and persuasive when I need to be.
7	I distrust authority figures and institutions.
8	I have a habit of slipping into old cult phrases or mannerisms.

D6	BOND
1	I left someone I care about behind in the cult and am determined to rescue them.
2	I am still part of the cult, and I will protect my brothers and sisters at all costs.
3	Someone I loved was sacrificed for the cult's cause. Their memory haunts me.
4	I harbor a dangerous secret about the cult that others would kill to uncover
5	The leader of the cult still holds a dark sway over me, and I struggle against their influence.
6	I am seeking revenge against those who forced me out of the cult.

D6	IDEAL
1	**Freedom:** I have left the cult and cherish my newfound liberty. I'll never let anyone control my life again. (Any)
2	**Unity:** As a current cult member, I believe that our unified purpose is more significant than individual desires. (Lawful)
3	**Knowledge:** The cult's teachings are hidden truths that the world deserves to know. (Any)
4	**Purity:** As a former cultist, I realize the cult's teachings were wrong. I seek to cleanse myself and the world of its influence. (Good)
5	**Domination:** I believe the cult's teachings should be enforced, creating a new world order. (Evil)
6	**Redemption:** I have done terrible things in the name of the cult. I must atone for my sins. (Good)

D6	FLAW
1	I am paranoid and distrustful, always expecting a cultist to appear and enact revenge.
2	I secretly miss the structure and unity of the cult and sometimes consider returning.
3	I am easily swayed by charismatic leaders.
4	The cult's influence has left me with warped moral views that others find shocking or abhorrent.
5	I will go to any length to destroy the cult, even if it harms innocent bystanders.
6	I struggle with guilt over the actions I took as part of the cult.

DISCIPLE

The Radiant Church, a beacon of hope and strength, raised you, training you in the teachings of the Radiant One. As a disciple, you were immersed in the Church's lore, its ideals of benevolence born of resilience and fortitude, and its promise of a prosperous future. You were taught to shine your light into the darkness, to lead the way for others, and to be a pillar of strength in times of adversity. Whether you're an ardent believer, a skeptic questioning your faith, or someone seeking to wield the Church's influence, your time in the Church has undoubtedly shaped your worldview and your identity.

Skill Proficiencies: Religion, Persuasion
Tool Proficiencies: Calligrapher's supplies
Languages: One of your choices between Elven and Orcish, representative of the main forces within the Church.
Equipment: A holy symbol of the Radiant One, a prayer book, 5 sticks of incense, vestments, a set of common clothes, and a pouch containing 15 gp

Features

Your skill set varies depending on the role you serve within the Church, pick from the following features the one that is most appropriate for your character, with your GM's approval.

Divine Guidance

You have spent countless hours praying, studying scriptures, and performing rituals. Your devotion is so great that it draws the attention of the Radiant One, or so you believe. You can call upon this divine favor to guide your path. Once per day, you may ask your deity for guidance. How this guidance manifests can vary—a sudden insight, a prophetic dream, or perhaps a subtle sign in the environment around you.

Forceful Miracle

Through your dedicated service, you have harnessed the powers of the Radiant One. In the most dire of situations, you may extract this power for a miracle. However, these miracles are not to be taken lightly and should not be used frivolously. The miracle cannot be stronger in power than a spell of level equal to half your character level (rounded down, minimum 1st level). After a miracle has been granted, your hit points maximum are lowered by an amount equal to your character level for 1d12 days, and you must perform a significant service for the Radiant One to regain this miracle.

Scribe of Radiance

You've spent years studying the ancient scripts and texts of the Radiant Church, and with time, you've become a skilled scribe. Not only can you flawlessly replicate any scripture, but you can also identify and understand most religious texts related to your faith. This ability can prove invaluable when deciphering forgotten scriptures or understanding cryptic prophecies.

Suggested Characteristics

You have dedicated your life to the Radiant One, and its teachings have molded you. Your faith may be the source of your strength, or it might be a yoke that weighs you down. Regardless, you are certain of the power of the Church and its role in your life.

D8	PERSONALITY TRAIT
1	I am deeply philosophical and enjoy pondering the mysteries of the universe.
2	I'm optimistic and always looking for a silver lining.
3	I strive to be a beacon of hope and strength for others.
4	I am assertive and never back down from what I believe in.
5	I often recount stories and parables from the Radiant Church.
6	I always try to offer guidance to those who seem lost.
7	I have a peaceful demeanor and a comforting presence.
8	I am strict and expect others to abide by the teachings of the Church.

Adrian Prado

D6	BOND
1	I owe my life to the Church, and I will serve it until my last breath.
2	I believe that the Radiant One has a grand destiny in store for me.
3	I will bring the teachings of the Radiant Church to those who live in darkness.
4	I aim to preserve the unity of the Church amidst its division into factions.
5	I feel responsible for those who stray from the path of the Radiant One.
6	I will redeem the Church from its insidious corruption and restore its noble ideals.

D6	IDEAL
1	**Strength:** I must be strong so that I can guide others through adversity. (Lawful)
2	**Hope:** I am a beacon of light in the darkness, showing the way to a brighter future. (Good)
3	**Faith:** My faith in the Radiant One gives me strength and purpose. (Any)
4	**Knowledge:** The true path to enlightenment is the pursuit of knowledge. (Neutral)
5	**Charity:** It's my duty to help those in need, and to provide for the less fortunate. (Good)
6	**Independence:** I must question and challenge my faith to truly understand it. (Chaotic)

D6	FLAW
1	I am dogmatic and find it hard to accept beliefs that contradict the teachings of the Church.
2	I am naive and often overoptimistic, which sometimes leads me to underestimate dangers.
3	I am plagued by an overwhelming fear of divine judgment, constantly doubting whether my actions are in accordance with the teachings of my faith.
4	I struggle with doubt and question my faith, particularly when facing the unfairness of life.
5	I have high expectations for myself and others, which often leads to disappointment.
6	I find it hard to forgive myself for past mistakes and often dwell on them.

INQUISITOR

You are a steadfast disciple of the Radiant Church, filled with an unwavering faith and a holy zeal that drives you to root out any threats to the church and its teachings. Your duty might involve questioning potential heretics, investigating signs of corruption within the church, or combating the enemies of the faith. You walk a fine line, enforcing the laws of the Church and ensuring the purity of its followers.

Skill Proficiencies: Religion, Intimidation
Tool Proficiencies: Torture tools (SGttEH Page XX)
Languages: Common, one of your choice between Deep Speech and Primordial, often used in your investigations or dealing with outsiders.
Equipment: A holy symbol of the Radiant Church, a set of common clothes, a set of manacles, torture tools, a tome containing the teachings of the Radiant Church, and a pouch containing 10 gp.

Feature: Zealous Authority

As an Inquisitor of the Radiant Church, you command a certain level of respect and fear among church members and outsiders who recognize the authority of the Church. You can leverage your authority to gain access to resources, information, or aid from those who fear the Church's wrath, revere its power, or follow its teachings.

Suggested Characteristics

Your place within the Radiant Church is unique and carries with it heavy responsibilities. The pursuit of truth and the maintenance of the Church's authority guide your actions, though the means you use to achieve these ends can be unsavory.

Dark Lord Studios

D8	PERSONALITY TRAIT
1	I am fervently dedicated to my faith and the teachings of the Radiant Church.
2	I am often suspicious of others, especially those who do not share my beliefs.
3	I am stern and serious, with little time for humor or frivolity.
4	I am not easily swayed by emotional appeals, preferring to deal in facts and evidence.
5	I am meticulous and thorough in my investigations, leaving no stone unturned.
6	I believe that the ends justify the means when it comes to preserving the Church and its teachings.
7	I tend to view things in black and white, with little room for moral ambiguity.
8	Despite my stern exterior, I am deeply compassionate and driven by a desire to protect the innocent.

D6	BOND
1	I am loyal to a mentor or superior within the Church who has guided me on my path.
2	I once failed to stop a heretic, and that failure haunts me.
3	I have a family member or loved one who doesn't understand my dedication to the Church.
4	I am seeking to bring a particular heretic or enemy of the Church to justice.
5	The Church is my family, and I will protect it at all costs.
6	I seek to convert or save those who have strayed from the path.
7	I have killed innocents in my righteous crusade, and their screams still haunt me.
8	I have killed innocents in my righteous crusade, and will do so again if it is necessary.

D6	IDEAL
1	**Faith:** My faith in the Radiant Church is unwavering, and I will do whatever it takes to protect it. (Any)
2	**Order:** The laws and teachings of the Church must be upheld at all times. (Lawful)
3	**Purity:** Corruption and heresy will be purged (Lawful)
4	**Justice:** Those who harm or deceive the Church must be brought to justice. (Lawful)
5	**Power:** The Church's authority must be respected and feared. I will ensure it. (Evil)
6	**Sacrifice:** I am willing to sacrifice anything, even my life, for the Church. (Good)

D6	FLAW
1	My zealous devotion to the Church can make me blind to its flaws.
2	I am unforgiving and tend to hold grudges, especially against perceived heretics.
3	I can be overly suspicious, seeing threats to the Church where there are none.
4	I am rigid and inflexible, struggling to adapt when things don't go according to plan.
5	My stern demeanor often drives people away.
6	I sometimes resort to extreme measures in the name of preserving the Church, which can lead to unnecessary conflict.

INVESTIGATOR

As an Investigator, your life is a ceaseless pursuit of the elusive truth. You are driven by a profound desire to understand the perplexing enigma that is the Scourge, the inscrutable disappearances happening across the city, the veiled cult activities, the covert dealings within the Church, or the aristocrats' clandestine affairs. Regardless of the specifics, you are a seeker of knowledge and truth, using your keen insight and intellect to unravel the mysteries that plague your world. You might be a former scholar, a detective, or just an average citizen who was personally affected by these events, and you won't stop until you reveal the truth.

Skill Proficiencies: Investigation, Insight
Tool Proficiencies: One type of artisan's tools related to your investigative methods (e.g., alchemist's supplies for analyzing samples, or a forgery kit for examining documents)
Languages: You learn to read one language of your choice, which represents the case that you obsess the most over.
Equipment: A notebook and charcoal pencil, a set of common clothes, a set of artisan's tools you are proficient with, a mysterious artifact or document related to your investigation, and a pouch containing 10 gp.

Feature: Inquisitive Mind

Your constant searching for answers has trained your mind to find connections and insights where others see none. You have an uncanny knack for seeing through lies and half-truths, and people tend to reveal more information to you, either intentionally or not. You have a knack for getting people to open up to you, whether it's through kindness, intimidation, or trickery.

Suggested Characteristics

You have a keen mind and a drive to uncover the truth. This passion, fueled by your curiosity and perhaps personal experiences, makes you relentless. Each new mystery is an opportunity to learn more about the city and its secrets, but it can also lead you to perilous situations.

D8	PERSONALITY TRAIT
1	I am relentlessly curious and always eager to learn something new.
2	My determination to uncover the truth sometimes leads me to take unnecessary risks.
3	I believe that every mystery can be solved with enough time and thought.
4	I tend to keep my theories to myself until I have solid evidence.
5	I often get lost in my own thoughts and become oblivious to my surroundings.
6	I am haunted by a terror afflicting Luyarnha (e.g., Scourge, cults, etc..) and its effects on people, and I won't rest until I've uncovered its origins.
7	I often come off as distant or cold, but I'm deeply compassionate towards those affected by the mysteries I investigate.
8	I have a cynical sense of humor, often making light of grim situations to keep my spirits up.

D6	IDEAL
1	**Truth:** I will uncover the truth, no matter how grim or inconvenient it may be. (Neutral)
2	**Justice:** Those responsible for the city's plight must be brought to justice. (Lawful)
3	**Hope:** The truth could lead to salvation. We can't give up hope. (Good)
4	**Knowledge:** Knowledge is power, and I must know it all. (Any)
5	**Whistleblower:** Everyone has the right to know the truth about what's happening in the city. (Chaotic)
6	**Survival:** The mysteries I investigate are a threat to all life. Stopping them is all that matters. (Any)

D6	BOND
1	I lost someone important to me to the Scourge. I'll do anything to prevent others from experiencing the same pain.
2	I was once saved by a hunter, and I owe them a debt I can never repay.
3	I have an old friend or mentor who has lost their way. I want to save them.
4	I've been bribed to look the other way before, my greed cost many their lives, never again.
5	I have a rival investigator who is always one step ahead of me. One day, I will outshine them.
6	I believe some people know more about the Scourge than they're letting on. I must uncover their secrets.

D6	FLAW
1	I am so obsessed with my investigations that I often neglect my own well-being.
2	I trust my theories more than the testimony of others, which can lead to conflict.
3	I have a hard time letting go of unsolved mysteries, even when it's necessary for my safety.
4	I enjoy riches, and am not above investigating wealthy individuals to blackmail them later.
5	I tend to see mysteries everywhere, even where they don't exist.
6	I have a dark secret related to my investigation that I fear others may discover.

MARKED FOR DEATH

You once were dead, but the mysterious Blood Moon of Rebirth returned you to life, leaving an indelible Eldritch Carving on your body - the Sacrificial Brand. The mark on your flesh is feared by many, as it is believed to attract the terrible creatures that plague the world, to you, it symbolizes the weight of your past life with you, and the promise that this life will end again, violently. Embracing your new life as a symbol of rebirth and sacrifice, you have resolved to use this opportunity, even if it leads you once again to a brutal end.

Skill Proficiencies: Arcana, Survival
Languages: Deep Speech
Equipment: A flare (used to indicate your position during hunts), a set of common clothes, a small knife for carving runes, a journal detailing your experiences since rebirth, and a pouch containing 10 gold pieces. The **Sacrificial Brand** Eldritch Carving is scarified on your body.

Feature: 6th Sense

Not only were you brought back from the dead by the Blood Moon, but you also survived the horde of beasts that were brought back with you, despite their ability to track you. Your senses are honed beyond mortal comprehension. You can sense the presence and general direction of powerful eldritch energies and artifacts within a 1-mile radius, particularly if they are connected to the Blood Moon of Rebirth or the Mother of a Thousand Young.

Suggested Characteristics

Your experiences with death and resurrection have profoundly impacted your personality and outlook on life. You might be driven to uncover the secrets of the eldritch forces that brought you back, or you may feel a sense of duty to protect the living from the horrors that lurk beyond the veil.

D8	PERSONALITY TRAIT
1	I am extremely cautious, having learned the fragility of life firsthand.
2	I am fascinated by the mysteries of life, death, and the forces that bind them.
3	I feel a deep connection to the moon, often seeking solace in its light.
4	I am driven to uncover the purpose behind my resurrection.
5	I am haunted by the memories of my past life and the circumstances of my death.
6	I am fiercely protective of those I care about, as I know the pain of loss.
7	I believe that my resurrection has given me a second chance to make a difference in the world.
8	I have become detached from the everyday concerns of the living.

D6	IDEAL
1	**Balance.** Life and death are part of a delicate cosmic balance that must be maintained. (Neutral)
2	**Knowledge.** Understanding the mysteries of the cosmos is the key to mastering life and death. (Any)
3	**Protection.** I will do everything in my power to protect the living from the horrors beyond the veil. (Good)
4	**Vengeance.** I seek the power to destroy the eldritch forces that toy with life. (Lawful)
5	**Power.** I have been given a rare opportunity, and I will use it to seize control. (Evil)
6	**Freedom.** This new life is a chance to break free from the constraints of my past. (Chaotic)

D6	BOND
1	I feel a strong connection to others who bear the Sacrificial Brand.
2	I owe my resurrection to the Blood Moon, and I am determined to uncover its secrets.
3	I left behind loved ones in my past life, and I will do anything to protect them from harm.
4	I am haunted by a vision or prophecy that I received during my resurrection.
5	I am hunted by **Death** and must escape its clutches.
6	I am determined to prevent others from experiencing the pain and confusion that I have endured.

D6	FLAW
1	I am paranoid, fearing that my resurrection has attracted the attention of sinister forces.
2	I struggle with feelings of guilt and shame from my past life, making it difficult for me to trust myself and others.
3	I am obsessed with uncovering the secrets of my resurrection, sometimes to the detriment of my relationships and goals.
4	I have difficulty forming new relationships, as I am still mourning the loss of my previous life and connections.
5	I am prone to bouts of rage and anger, fueled by the knowledge of my impending doom.
6	I am reckless in the face of danger, believing that I have already cheated death once and can do so again.

SCION

You are a member of the Scions, a group of brilliant, boundary-pushing scientists, working at the fringe of societal norms and scientific understanding. You have seen life being breathed into the lifeless, creating living constructs through electrifying science, a practice never seen before. As a member of the Scions, the inventions and creations of your group have earned favor among the city's higher-ups, and given delusions of grandeur to those of you who wrestle with the godlike power of creation at your fingertips.

Skill Proficiencies: Arcana, Investigation
Tool Proficiencies: Tinker's tools, one type of artisan's tools of your choice
Languages: One of your choice
Equipment: A set of tinker's tools, a set of artisan's tools, a notebook full of your scientific sketches and notes, a bottle of black ink, a quill, a small experimental creation of your design, and a pouch containing 15 gp

Feature: Scion's Creation

Your time as a Scion has made you an expert in the creation and maintenance of complex machinery and constructs. You can spend an hour to perform maintenance on a construct, restoring a number of hit points to it equal to your level; a creature can only benefit from this feature once per day. Additionally, you can identify, inspect, and assess the function and value of mechanical or arcane devices or constructs. This does not mean you know how to operate such a device if you have never handled it before.

Suggested Characteristics

As a Scion, you have been at the forefront of scientific exploration and innovation. The thrill of discovery and the power to create or reanimate life fill you with excitement or perhaps existential dread. The impact of your inventions on society and the moral implications of your work are things you grapple with.

D8	PERSONALITY TRAIT
1	I am deeply curious, always seeking to understand the world around me.
2	I am meticulous and organized in all my work.
3	I often get lost in thought, contemplating my latest theories and inventions.
4	I'm fascinated by life and what makes something alive.
5	I have a morbid sense of humor, often making light of death and the macabre.
6	I am obsessive over my creations, seeing them as my children.
7	I am arrogant, considering myself superior due to my intellect and capabilities.
8	I believe that through science and invention, all of Luyarnha's problems can be solved.

D6	IDEAL
1	**Knowledge:** The pursuit of understanding is the highest aim. (Neutral)
2	**Creation:** I strive to create life and new inventions to improve the world. (Good)
3	**Power:** I want to master the forces of life and death. (Evil)
4	**Progress:** We must push the boundaries of science and magic, no matter the cost. (Chaotic)
5	**Discovery:** The world is full of wonders waiting to be discovered and understood. (Any)
6	**Duty:** With great power comes great responsibility. I must use my abilities wisely. (Lawful)

D6	BOND
1	I am devoted to the Scions, and will do whatever I can to protect and further our work.
2	One of my creations has developed a will of its own. I must understand why and what this means.
3	I have a rival Scion whose success drives me to be better.
4	A mistake in my past cost a lot of people their lives. I must make amends.
5	One of the city's higher-ups has taken a special interest in my work. I must not disappoint them.
6	My greatest invention is still incomplete. I must gather the necessary resources and knowledge to finish it.

D6	FLAW
1	I am so consumed by my work that I often neglect my own health and relationships.
2	I am reckless in my pursuit of knowledge, often putting myself and others in danger.
3	I will do anything to protect my creations, even if it means harming others.
4	I believe that I am above the laws and ethics that bind lesser individuals.
5	I am haunted by the lifeless eyes of the beings I've created.
6	I am desperate for recognition and fear obscurity more than death.

WORTHLESS HUSK

You were born into a world that saw you as utterly worthless, a waste of skin. Deemed talentless and devoid of potential, you were cast aside by those around you. As a Worthless Husk, you have learned to navigate the treacherous environment of the city, using your wits and endurance to survive. Given the chance to grow—a chance which you may never get—you could prove that even the most overlooked souls can make a difference in this twisted world.

Skill Proficiencies: Stealth, Survival
Equipment: A set of common clothes, a small rusted knife, a key to an important location, a pouch containing 1 gold piece

Feature: Bottom Dweller

Having been discarded by society, you're familiar with desperation. You know the darkest corners of the city like the back of your hand. Whether it's the dank sewers, abandoned buildings, or the shadowy back alleys, you can navigate these places with ease and can often find shelter or a safe passage where others would see only squalor and danger. You require half as much food and water as a regular member of your race to survive, and have advantage on all Survival checks made to maintain a Wretched lifestyle.

Optional Feature: Worthless

With your GM's approval you can pick this feature instead of Bottom Dweller.

You are worthless, but you show a sliver of potential. When you choose this background at 1st level, reduce your highest ability score until the sum of your six ability scores is equal to 72 or fewer. Then, reduce each ability score by 1.

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2 or you can increase two ability scores of your choice by 1. You can't increase an ability score above 18 using this feature.

Suggested Characteristics

Your life has been defined by neglect and devaluation. Deemed worthless by those around you, you've developed a grit and tenacity that allows you to thrive in the harshest conditions. Your perceived weakness could be your greatest strength, and in spite of your circumstances, you remain hopeful of proving your worth.

D8	PERSONALITY TRAIT
1	I am quiet and withdrawn, preferring to remain in the background and observe.
2	I am fiercely determined to prove my worth and show that I am more than just a waste of skin.
3	I am quick to mistrust, always suspecting others' motives due to my past experiences.
4	I've developed a sharp sense of humor as a coping mechanism.
5	I have a tendency to hoard items, never knowing when I might need them.
6	I am always scheming, to be ready for whatever life throws at me.
7	I often underestimate my worth and potential, always expecting to fail.
8	I've grown to appreciate the little joys in life, as they are far and few between.

D6	IDEAL
1	**Perseverance:** No matter how many times I'm knocked down, I will keep getting back up. (Any)
2	**Growth:** I seek to find my hidden potential and make a difference in this harsh world. (Good)
3	**Independence:** I will rely on no one but myself. I am all I need. (Chaotic)
4	**Vengeance:** I will show those who discarded me the error of their ways. (Evil)
5	**Acceptance:** I strive to find a place where I am accepted as I am. (Neutral)
6	**Redemption:** I seek to prove that everyone, even someone like me, can change for the better. (Lawful)

D6	FLAW
1	I possess a crippling fear of abandonment, leading me to cling to unhealthy relationships even when they are detrimental to my well-being.
2	My self-destructive tendencies manifest in addictive behaviors, using substances or vices as a means to escape from my own perceived worthlessness.
3	I have a hard time letting go of any perceived slights or insults, often holding grudges.
4	My survival instincts can make me selfish, often choosing my wellbeing over others.
5	I tend to push people away, afraid that they will eventually discard me like the rest.
6	I am often reckless, after all, I have nothing to lose.

D6	BOND
1	I will protect the few friends I have made in this dark city, as they have shown me kindness when others would not.
2	I am searching for a person who can help me unlock my true potential and find my place in this world.
3	I am determined to create a better life for the other discarded souls in the city.
4	I harbor a desire to confront those who cast me aside and show them how far I've come.
5	Precious memories, the only thing I have from my past, drives me to keep going.
6	I've made a secret promise to myself that I'd rather die than stay worthless

SPELLS

SPELLS

Cantrips

Bestial Roar
Transmutation cantrip *(bard, druid, sorcerer, warlock)*

Casting Time: 1 action
Range: Self (10-foot-radius sphere)
Components: V
Duration: Instantaneous

You release a loud, monstrous roar mimicking those of ravenous beasts, causing shockwaves around you. Each creature within 10 feet of you must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

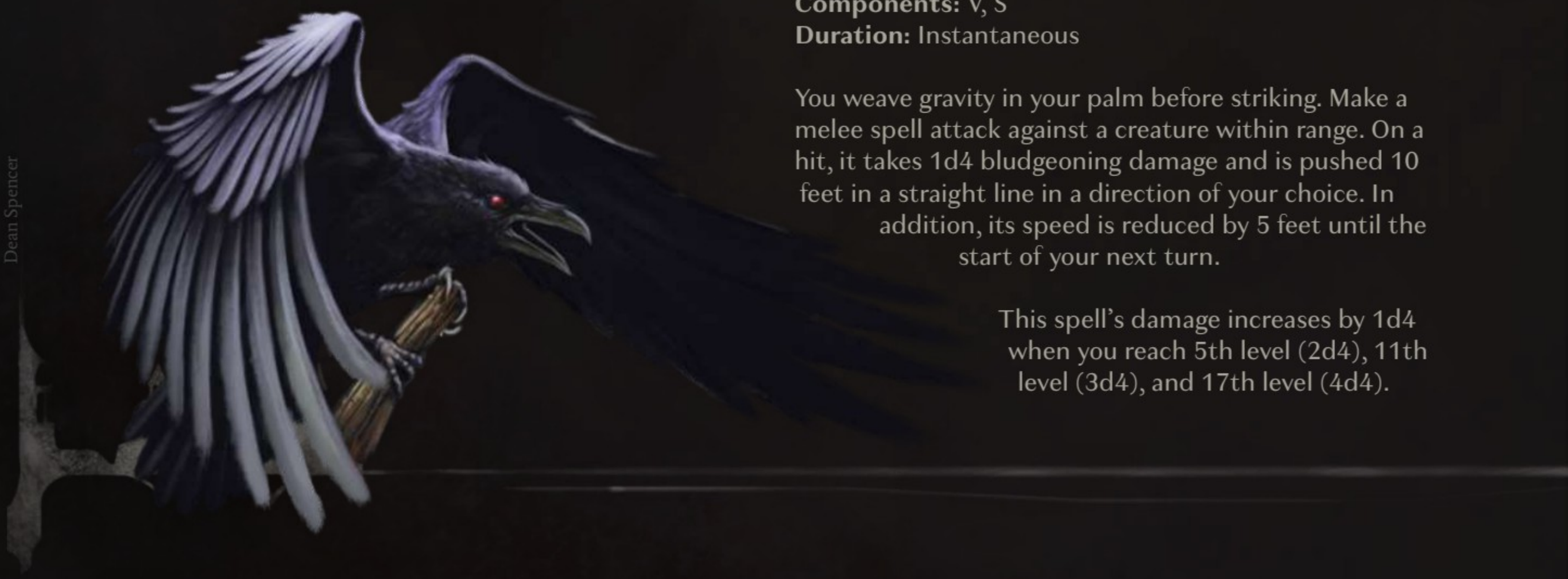
This spell's radius increases by 5 feet when you reach 5th level (15 feet), 11th level (20 feet), and 17th level (25 feet).

Brittle Bone Throw
Conjuration cantrip *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (bone powder)
Duration: Instantaneous

You hurl a splintered bone fragment at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 piercing damage. On a miss, you can shatter the bone mid-air and redirect the remnant towards another creature within 15 feet of the original target. Make another ranged spell attack. On a hit, the new target takes 1d4 piercing damage.

This spell's damage increases by 1d8 and 1d4, respectively, when you reach 5th level (2d8, 2d4), 11th level (3d8, 3d4), and 17th level (4d8, 4d4).



Dean Spencer

Cosmic Eye
Transmutation cantrip *(sorcerer)*

Casting Time: 1 action
Range: 150 feet
Components: M (an eldritch parasite)
Duration: Instantaneous

Your eye darkens under the influence of the eldritch madness, appearing as an endless starry sky. Make a ranged spell attack against a creature within range as you fire a projectile of eldritch energy from your eye. On a hit, the target takes 1d8 necrotic damage. If you score a critical hit, you can reroll any roll of 4 or lower on the damage die until you get a higher result.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Gravity Spike
Transmutation cantrip *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You create a localized gravitational field that temporarily shifts the landscape to impale a creature. Choose a creature on the ground you can see within range. The creature must make a Dexterity saving throw. On a failed save, the target takes 1d4 piercing damage and is knocked prone. On a successful save, the target takes half as much damage and isn't knocked prone.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Gravity Whip
Evocation cantrip *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

You weave gravity in your palm before striking. Make a melee spell attack against a creature within range. On a hit, it takes 1d4 bludgeoning damage and is pushed 10 feet in a straight line in a direction of your choice. In addition, its speed is reduced by 5 feet until the start of your next turn.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

1st-Level Spells

Bone claws

1st-level transmutation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a tiger's claw)
Duration: Concentration, up to 1 minute

Choose a creature you can see within range. You infuse them with osteomantic energy, growing sharp claws from their carpal bones. For the duration, the target's unarmed attacks deal an extra 1d4 slashing damage on a hit.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases to 1d6 at 2nd level, 2d4 at 3rd level, 2d6 at 4th level, and 3d4 at 5th level.

Bone shield

1st-level abjuration *(druid, ranger, warlock)*

Casting Time: 1 reaction, which you take when you are hit by an attack
Range: Self
Components: V, S
Duration: Instantaneous

You generate a barrier of elongated femurs that protects you. You reduce the incoming damage by 1d12, and if the attacking enemy is within 10 feet of you, the osseous barrier explodes, dealing slashing damage to them equal to the amount reduced.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage reduction increases by 1d12 for each slot level above 1st.

Electrify

1st-level evocation *(ranger, sorcerer, wizard)*

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 round

You channel lightning into your hands. The next time you hit a creature with a melee attack (including a melee spell attack) before the start of your next turn, the target takes 1d12 lightning damage and must make a Constitution saving throw. On a failed save, the target becomes stunned until the start of its next turn.

The spell ends after dealing damage, or at the start of your next turn, whichever occurs first.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st.

Fall

1st-level transmutation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: Self
Components: V, M (an elastic band)
Duration: Instantaneous

As an action, you can temporarily change which way gravity pulls you and immediately fall 200 feet in that direction. If you hit a solid surface, you take falling damage based on the distance you have traveled.

Fractured Shell

1st-level transmutation *(warlock, wizard)*

Casting Time: 1 action
Range: Touch
Components: V, S, M (a porcupine's carapace)
Duration: Concentration, up to 10 minutes

You touch a willing creature, forcing spiked bone plates to grow and pierce through its skin. It takes 1 point of piercing damage. For the duration of the spell, the first time each turn that the target is hit with a melee attack, the attacking creature takes 2d4 piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage dealt to attacking creatures increases by 1d4 for each slot level above 1st. If you use a spell slot of 5th level or higher, the spell doesn't require concentration.

Gravity Leap

1st-level transmutation *(druid, ranger, sorcerer)*

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You enhance the gravitational field around your body, allowing you to jump higher and farther. For the duration, your jump distance is tripled. Additionally, once per turn immediately after you jump, a wave of gravity is unleashed, and each creature within 5 feet of the space you left must make a Strength saving throw. On a failed save, a creature is knocked prone.

Gravity Well

1st-level evocation *(cleric, druid, ranger, sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You fire a projectile of condensed gravitational force toward a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 force damage and is pulled 20 feet in a straight line toward you.

Phalangeal Shot

1st-level evocation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: Self (30-foot line)
Components: V, S
Duration: Instantaneous

You point your fingers forward and your phalangeal bones fire outwards, akin to the bullets of a gun. They regrow immediately, leaving your hand unscathed. All creatures in a 1-foot-wide, 30-foot-long line in front of you must succeed on a Dexterity saving throw or take 2d8 piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Silvered Shell

1st-level transmutation *(paladin, ranger)*

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (an empty phantasm shell*)
Duration: 1 minute

You touch a weapon and imbue it with otherworldly bile. For the duration, it becomes silvered and, while you are holding it, it deals an additional 1d4 force damage on a hit.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can increase the duration to 10 minutes (2nd level), 1 hour (3rd level), 8 hours (4th level), or 24 hours (5th level).

**The hollow corpse of an eldritch being, often found—or perhaps created—by the Radiant Church.*

Spectral Slash

1st-level conjuration *(paladin, ranger)*

Casting Time: 1 bonus action
Range: 20 feet
Components: V, S, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

You send forth a spectral copy of yourself to strike down your foe. Make a melee spell attack against a creature within 20 feet of you. On a hit, the target takes 1d8 damage of your weapon's damage type.

You can then use an action to move up to 20 feet in a straight line towards the target, streaking through a spectral trail, and take the Attack action against it. To use this action, you must attack with a melee weapon.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 and the range and distance you can move increase by 10 feet for each slot level above 1st.

2nd-Level Spells

Arm Cannon

2nd-level evocation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 round

You fire out the bones of your forearm through your hand, leaving a severe wound that immediately regrows and heals. Make a ranged spell attack against a creature within range. On a hit, the target takes 4d8 piercing damage and must succeed on a Strength saving throw or be pushed back 15 feet. If pushed into an obstacle, the target is impaled on it and is restrained by the bone until the end of its next turn. Creatures that are Large or larger have advantage on this saving throw.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Blind Ambush

2nd-level conjuration *(bard, druid, ranger, warlock)*

Casting Time: 1 action
Range: 60 feet (10-foot square)
Components: V, S, M (a whistle)
Duration: 1 minute

You blow on a whistle, releasing an inaudible sound. Choose a point on the ground within range. The first time a creature moves while within a 10-foot square centered on that point before the spell ends, an eldritch maw immediately erupts from beneath the ground, dealing 2d10 piercing damage to each creature within the square and knocking them prone. The spell then ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd. If you use a spell slot of 5th level or higher, the spell can trigger a second time before it ends.

Bone Cocoon

2nd-level abjuration *(druid, sorcerer, warlock, wizard)*

Casting Time: 1 reaction, which you take when you see a creature drop to 0 hit points
Range: 30 feet
Components: V, M (a shrunk and gilded rib cage worth at least 50 gp)
Duration: Concentration, up to 1 minute

You conjure a cocoon made of cartilage and bones, which protects the creature that dropped to 0 hit points. While in the cocoon, the creature can't be damaged by attacks or effects originating from outside, has total cover, is considered restrained, and makes death saving throws at advantage.

The cocoon has 25 hit points and an AC of 11 + your spellcasting ability modifier. It has resistance to cold, fire, and necrotic damage, and immunity to poison and psychic damage. If you lose concentration or the cocoon is reduced to 0 hit points, it is destroyed.

Bludgeoning Horror

2nd-level conjuration *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 15 feet
Components: V, S, M (the body part of a Great One)
Duration: Instantaneous

You summon a large number of tentacles and slugs from your palm to strike a creature within range. Make a melee spell attack against the target. On a hit, it takes 3d6 bludgeoning damage. If you score a critical hit, the target is also stunned until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 and range increases by 5 feet for each slot level above 2nd.

Calcified Memories

2nd-level divination (ritual) *(warlock, wizard)*

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch the bones of a deceased creature. When you do so, a ghostly grey illusion of the fallen creature appears above its corpse to reenact the last 6 seconds of its life. The illusion only shows the creature's actions, such as reacting to an unseen monster or choking from poisonous gas, but does not show the monster or effect causing the behavior. This spell has no effect on undead creatures. Once a corpse's death has been revealed in this way, it can't be shown again for 24 hours.

Graviturgic Smite

2nd-level evocation *(paladin)*

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, you can add energy stolen from black holes. Your attack deals an extra 2d6 bludgeoning damage to the target, which must make a Strength saving throw. On a failure, its speed is reduced to 10 feet until the spell ends. On a success, its speed is reduced by 10 feet until the spell ends,to a minimum of 10 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Gravity Storm

2nd-level transmutation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 120 feet (20-foot radius)
Components: V, S
Duration: 2 rounds

You create a localized gravitational field that unleashes a storm of gravity waves. Choose a point within range that you can see. When you cast this spell and at the start of each of your subsequent turns for the duration, each creature within 20 feet of that point must make a Dexterity saving throw. On a failure, a target takes 2d6 bludgeoning damage and is knocked prone. On a success, a target takes half as much damage and isn't knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6, the radius increases by 5 feet, and the duration increases by 1 round, for each slot level above 2nd.

Lightning Charged

2nd-level evocation *(druid, ranger, sorcerer, wizard)*

Casting Time: 1 action
Range: Touch
Components: V, S, M (a piece of metal once used in a lightning rod)
Duration: 10 minutes

You channel lightning energy into a creature. The energy is harmless to the creature, but escapes in dangerous bursts to other nearby creatures.

Every time that creature strikes another creature with a melee attack or a spell with a range of touch, is struck by another creature with a melee attack, or ends their turn while grappling or being grappled by another creature, they deal 1d6 lightning damage to that creature.

Once this spell has discharged 6 times (dealing up to 6d6 total damage), the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell can discharge damage 2 additional times (dealing up to 2d6 more total damage) before the spell ends for each slot level above 2nd.

Otherworldly Gaze

2nd-level divination *(bard, druid, ranger)*

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes

You tap into the eldritch forces of the universe, gaining heightened senses and the ability to see beyond the veil of reality. For the duration, your eyes turn black and you gain the following benefits:

- You have advantage on Perception checks.

- You can automatically sense the presence of eldritch creatures within 120 feet of you, including aberrations, celestials, and fiends.

- You can see the true form of any shapechanger or creature that is transformed by magic within 30 feet of you.

- If you are blind, you regain sight for the duration of this spell.

Pressure Cage

2nd-level transmutation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 60 feet (10-foot-radius sphere)
Components: V, S, M (a shard of ball and chain)
Duration: Concentration, up to 1 minute

Gravity increases within a 10-foot-radius sphere centered on a point you choose within range, causing immense pressure to be applied to all within, and the area is difficult terrain. When a creature enters the sphere for the first time on a turn or starts its turn there, it must succeed on a Strength saving throw or its speed is reduced to 0 until the start of its next turn.

On subsequent turns, as a bonus action, you can move the sphere up to 20 feet in any direction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius increases by 5 feet for each slot level above 2nd.

Rolling Bones

2nd-level divination (ritual) *(cleric, druid, warlock, wizard)*

Casting Time: 1 minute
Range: Self
Components: V,S,M (the bones of a small mammal worth at least 1 gp)
Duration: Instantaneous

You roll bones, allowing fate to give you an omen of the future. Roll 1d6.

- On a roll of 5 or 6, you know if you are: not likely, likely, or very likely to encounter hostile creatures within the next hour. You also learn the type of creature you're most likely to encounter.

- On a roll of 2, 3, or 4, you learn if you are: not likely, likely, or very likely to encounter hostile creatures within the next hour.

- On a roll of 1, the material components of the spell are consumed, and you take 1 psychic damage as fate rebels. You don't learn any information and you can't cast this spell again until you finish a short rest.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a false reading. The GM makes this roll in secret.

Rupturing Curse

2nd-level evocation *(warlock, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You focus your magic to shatter the body of your foe. Choose one creature you can see within range; it must succeed on a Constitution saving throw or take 3d6 piercing damage and be knocked prone by the pain.

In addition, if the target takes bludgeoning damage equal to 5 times its Constitution modifier (minimum of 5) or more in a single turn, its skeleton shatters, reducing its speed to 0 for the duration of the spell. If it does not take such damage before the start of its next turn, the spell ends. A creature without bones is immune to this effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the piercing damage increases by 2d6 for each slot level above 2nd.

Skeletal Tail
2nd-level conjuration *(druid, ranger)*

Casting Time: 1 action
Range: Self (20-foot radius)
Components: V, S, M (a scorpion's tail)
Duration: 1 minute

You grow a long, scorpion-like tail made of sharpened bones. Whenever a creature moves while within 20 feet of you centered on you, you can use your reaction to try and pierce them with your tail. The target must succeed on a Dexterity saving throw or take 2d4 piercing damage and be pulled to an empty space adjacent to you as your tail drags them in.

At Higher Levels. When you cast this spell using a spell slot of 3rd level of or higher, the damage increases by 2d4 for each slot level above 2nd.

3rd-Level Spells

Astral Barrage
3rd-level conjuration *(druid, ranger, sorcerer, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a portal to the cosmos and send asteroids hurtling through it. A creature of your choice that you can see within range must succeed on a Dexterity saving throw or take 7d6 bludgeoning damage. You can use an action on subsequent turns to keep the portal open and target another creature, which must make the same saving throw. The spell ends if you use your action to do anything else. While concentrating on this spell, your speed is halved.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, larger asteroids fly through the portal and the damage increases by 2d6 for each slot level above 3rd.

Dampen gravity
3rd-level transmutation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: Self (60-foot-radius sphere)
Components: V, S, M (a feather)
Duration: 1 hour

You focus your powers to lessen the call of gravity in a 60-foot-radius sphere that moves with you, centered on you. All creatures of your choice in the sphere have their jump distance doubled and their speed increased by 10 feet. They also have advantage on Acrobatics checks and ignore falling damage if they end their fall within the sphere.

Dark Lord Studios

Displacing Maw

3rd-level conjuration *(warlock, wizard)*

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

Your rib cage opens up violently, forming a maw that attempts to devour a creature within range. The creature must make a Strength saving throw. On a failure, it takes 4d8 piercing damage and is transported through magic to a point of your choice on the ground within 60 feet of you, where the maw reappears and regurgitates them. On a success, it takes half as much damage and is not transported.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8, and the teleportation range increases by 10 feet, for each slot level above 3rd.

Malicious Rancor

3rd-level evocation *(warlock)*

Casting Time: 1 action
Range: 60 feet (10-foot radius)
Components: V, S, M (a skull that belonged to a creature that succumbed to a curse, worth at least 1 sp, which the spell consumes)
Duration: 1 round

You hurl a deformed skull covered in scratches and holes and strewn in curses at a creature within range, where the skull explodes with violent hatred. Make a ranged spell attack against the creature. On a hit, the target takes 1d10 necrotic damage. Hit or miss, the skull then detonates, emitting a psychic wailing from that point. Each creature within 10 feet of that point must make a Wisdom saving throw, taking 5d4 psychic damage on a failed save, or half as much damage on a successful one. Until the start of your next turn, if a creature enters the area or ends its turn there, it must make the saving throw against the skull's damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the psychic damage increases by 2d4 for each slot level above 3rd.

Osseous cage

3rd-level conjuration *(druid, warlock, wizard)*

Casting Time: 1 action
Range: Self (10-foot-radius sphere)
Components: V, S
Duration: 10 minutes

You cause a cage of cartilage and bones to erupt from the ground that surrounds a 10-foot-radius sphere centered on you. The bones are thick and provide three-quarters cover to creatures inside and outside. When you or any other creature attempts to pass through the cage, you can use your reaction to let them through. Large or Larger creatures cannot enter the cage, and are pushed to the nearest unoccupied space if they are within the cage's area when it first appears. The osseous cage has AC 12, 100 hit points, and vulnerability to bludgeoning damage. If you cast this spell again while you already have a cage summoned, the previous cage turns to dust.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the cage has an additional 20 hit points for each slot level above 3rd.

Osseous Impalement

3rd-level conjuration *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a calcified bamboo stick)
Duration: Concentration, up to 1 minute

Massive bone spikes sprout under up to four creatures on the ground of your choice you can see within range. They must succeed on a Dexterity saving throw or take 3d10 piercing damage and be impaled by the spike, becoming restrained and held aloft 5 feet in the air for the duration. A creature restrained in this way takes 1d10 piercing damage at the start of each of its turns. A creature can use its action to make an Athletics check contested by your spell save DC, breaking the bone spike and freeing itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage (both initial and ongoing) increases by 1d10 for each slot level above 3rd.

Radiant Bell

3rd-level abjuration *(bard, cleric)*

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (a silvered choir bell* worth at least 5 gp, which the spell consumes)
Duration: Instantaneous

You ring an arcane, silver bell, imbuing it with healing magics that cure the afflicted. Choose any number of creatures within 30 feet. For each target, you can end one of the following conditions: charmed, frightened, poisoned, petrified, or stunned. This cure does not work if a target is deafened.

**It is rumored that the soft ringing carries its energies across planes.*

Radiant Slaughter

3rd-level conjuration *(cleric, paladin, warlock)*

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (the petrified fetus of a Great One)
Duration: Instantaneous

You summon a small nova of eldritch power in this secret technique from the Obitus Scholare. Each creature within 30 feet of you must make a Dexterity saving throw. On a failure, a creature takes 2d6 force damage, 3d6 radiant damage, and is knocked prone. On a success, it takes half as much damage and isn't knocked prone. Creatures within 5 feet of you make this saving throw with disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the force and radiant damage both increase by 1d6 for each slot level above 3rd.

Rubber bones

3rd-level transmutation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 10 minutes

You touch a willing creature. Its bones become soft and rubbery, and it gains the following benefits:

- It can spend 5 feet of movement to escape a grapple without requiring an ability check and can squeeze through a space that is large enough for a creature two sizes smaller than it.
- It has advantage on Dexterity saving throws.
- It has resistance to bludgeoning damage.
- Its reach with melee attacks increases by 5 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Spectral Fury

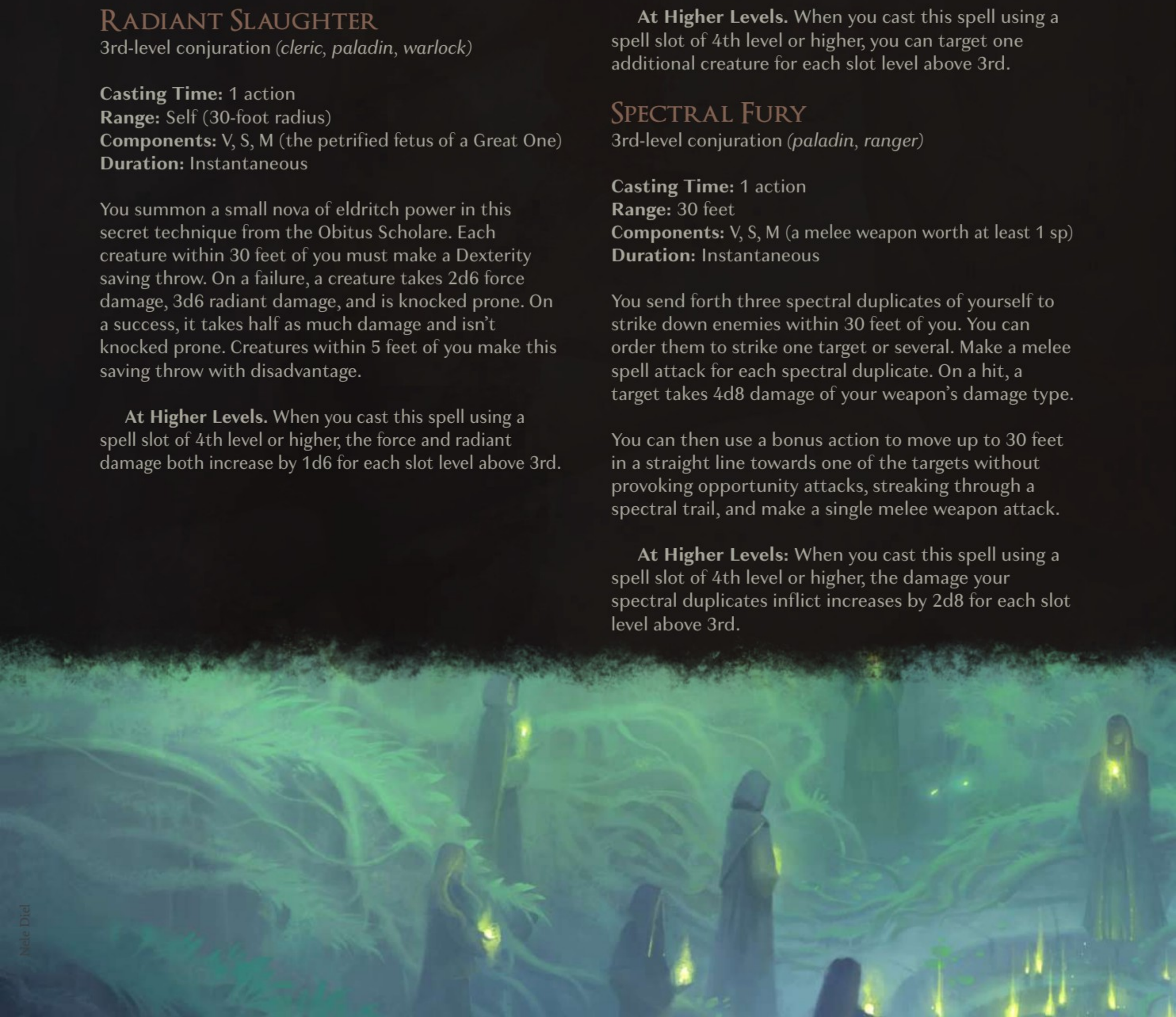
3rd-level conjuration *(paladin, ranger)*

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

You send forth three spectral duplicates of yourself to strike down enemies within 30 feet of you. You can order them to strike one target or several. Make a melee spell attack for each spectral duplicate. On a hit, a target takes 4d8 damage of your weapon's damage type.

You can then use a bonus action to move up to 30 feet in a straight line towards one of the targets without provoking opportunity attacks, streaking through a spectral trail, and make a single melee weapon attack.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage your spectral duplicates inflict increases by 2d8 for each slot level above 3rd.



Nele Diel

4th-Level Spells

Dread Scarecrow

4th-level illusion *(bard, warlock, wizard)*

Casting Time: 1 action
Range: Self (30-foot-radius sphere)
Components: V, S, M (a flute made of a femur worth 50 gp)
Duration: Concentration, up to 1 minute

You magically create the horrifying illusion of all your bones breaking and your body bending in impossible ways, accompanied by the sound of a shattered skull. Each creature of your choice in a 30-foot-radius sphere centered on you must succeed on a Wisdom saving throw or become frightened for the duration. While frightened by this spell, a creature's speed becomes 0 and it falls prone, its legs giving out under the fear. If an affected creature takes damage, it can repeat the saving throw at the end of its next turn, ending the effect on itself on a success.

Fling

4th-level evocation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You flick your finger against a creature. The target is impacted by a devastating gravitational force and must make a Strength saving throw. On a failed save, it takes 6d10 bludgeoning damage and is pushed 120 feet away from you. The push stops early if the creature hits a solid surface or is pushed into a creature of its size or larger. On a successful save, a creature takes half as much damage and isn't pushed.

If the target is pushed into or through the space of a creature, that creature must make a Dexterity saving throw, taking 1d10 bludgeoning damage on a failed save, or half as much damage on a successful one. This damage is increased by 1d10 per size smaller the creature is than the target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the target takes an extra 1d10 bludgeoning damage and is pushed 30 additional feet for each slot level above 4th.

Note: *For example, if a commoner (size Medium) is pushed into a frog (size Tiny), the frog must succeed on a Dexterity saving throw. Because the frog is 2 sizes smaller than the commoner, on a failed save, it would take 3d10 damage (the original 1d10 damage, which is increased by 2d10), probably exploding on impact, whilst the commoner would continue its destructive flight unhindered—questioning the laws of physics.*

Graveyard Shuffle

4th-level necromancy *(cleric, druid)*

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a piece of spinal bone and an opal worth at least 300 gold, which the spell consumes)
Duration: Instantaneous

You drain the bone marrow of a creature, attempting to steal its life force and transfer it to another creature of your choice. Make a ranged spell attack against a creature within range. On a hit, the target takes 4d6 necrotic damage. Choose another creature within range; it regains a number of hit points equal to half the damage dealt, or if it was dead for less than 1 minute, the creature returns to life with hit points equal to the number regained. If any of the targets do not have bones, the spell fails. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Gravitational distortion

4th-level transmutation *(sorcerer, warlock, wizard)*

Casting time: 1 action
Range: 60 feet (30-foot-radius sphere)
Components: V, S
Duration: Instantaneous

Reality swirls in a 30-foot-radius sphere centered on a point you can see within range. Each creature in the area must make a Strength saving throw, taking 6d6 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, any creature that fails this saving throw is pushed 30 feet in a straight line in a direction of your choice.

Gravity Barrier

4th-level evocation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You create a wall of increased gravity on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall lasts for the duration and its space is difficult terrain.

Ranged weapon attacks that pass through the wall's space automatically fail, and other ranged attacks have disadvantage. Any creature that tries to pass through the wall's space must succeed on a Strength saving throw or take 4d8 bludgeoning damage, be knocked prone, and have its speed reduced to 0 until the end of its turn.

Jumping Jolt

4th-level evocation *(sorcerer, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You release an arc of lighting at a creature within range. Make a ranged spell attack against the creature. On a hit, the target takes 4d12 lightning damage, and you can cause the spell to repeatedly jump to another target within 20 feet of the previous target, making a separate attack roll for each target. The spell cannot hit the same target twice, or jump to a target out of the spell's range. The spell can jump a maximum of five times. On a miss, the target takes half as much damage and the spell does not jump to a new target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d12 for each slot level above 4th.

Roman Kuzmin

Maiden of Bones
4th-level conjuration *(warlock, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a virgin's carpal bone)
Duration: 1 minute

A creature within range must succeed on a Strength saving throw or be trapped inside an iron maiden formed of bone that appears in its space. The creature is considered restrained, incapacitated, behind total cover, can't be damaged by attacks or effects originating from outside, and takes 3d6 piercing damage at the start of each of its turns as spikes of bone pierce its body. At the end of each of its turns, a trapped creature can repeat the saving throw, escaping and ending the spell on a success. The bone maiden has AC 14, 80 hit points, immunity to psychic and poison damage, and vulnerability to bludgeoning damage. If the maiden is destroyed, the creature trapped inside is freed and the spell ends.

Vanishing Step
4th-level conjuration *(paladin, ranger)*

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (the bone of an old hunter)
Duration: Concentration, up to 1 minute

For the duration, once on each of your turns, you can use 15 feet of your movement to teleport to an unoccupied space you can see within 15 feet of you. This fails if you are prone or incapacitated.

In addition, when you are hit by an attack or targeted by a spell, you can use your reaction to teleport to an unoccupied space you can see within 15 feet of you, causing the attack to miss you or the spell to not affect you if you leave its range or radius. When you do so, until the end of your next turn, your speed is reduced by 15 feet.

World Breaker
4th-level evocation *(druid, ranger)*

Casting Time: 1 action
Range: 90 feet (30-foot cone)
Components: V, S
Duration: Instantaneous

You destroy your surroundings to break your foes. You rip a 5-foot by 5-foot cube of nonmagical terrain from the ground and hurl it at a point you can see within range, where it shatters in a 30-foot cone extending away from you. Each creature in the area must succeed on a Dexterity saving throw or take 4d8 bludgeoning damage and be pushed 15 feet in a straight line away from you.

5th-Level Spells

Ancestral Bond
5th-level divination *(bard, cleric, druid, sorcerer, warlock, wizard)*

Casting Time: 1 minute
Range: Self
Components: V, S, M (the bone of a humanoid, which the spell may consume)
Duration: Instantaneous

You touch the corpse of a humanoid, and visions of its descendants come to you, as ephemeral spirits scour the world. You learn how many living relatives the humanoid left behind and if they have any living descendants.

In addition, you can select one of the descendants whose existence you can feel through the spell. By destroying the corpse to amplify the power of the magic, you can attempt to determine their location. The target must make a Wisdom saving throw. On a failed save, you learn their exact location, no matter where they are.

Chisel Skull
5th-level evocation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: S, M (a piece of skull bone)
Duration: Instantaneous

Choose a creature you can see within range. You cause its skull to snap, piercing its insides. The creature must make a Constitution saving throw. On a failed save, the target takes 8d10 piercing damage and is paralyzed until the end of its next turn. On a successful save, the target takes half as much damage and isn't paralyzed. A creature without a skull is immune to this spell.

Divine Order: Reveal

5th-level divination *(bard, cleric, warlock)*

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You attempt to gaze upon the soul of a creature within range. It must make a Charisma saving throw. On a failure, its origins are revealed to you, and you learn all of the creature's ability scores, skill proficiencies, damage vulnerabilities, damage resistances, damage immunities, condition immunities, saving throw proficiencies, weapon and armor proficiencies, alignment, and traits.

If a creature succeeds on this saving throw, it is immune to this spell for the next 24 hours.

GM Note: *This is the equivalent of revealing the upper part (above the actions) of a stat block to your player.*

Forest of Dread

5th-level conjuration *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S
Duration: Concentration, up to 10 minutes

You touch the ground under you and 20-foot-tall tree-like bones sprout from the ground in a 30-foot radius centered on you. Each creature of your choice in the radius must make a Dexterity saving throw, taking 4d8 piercing damage on a failure, or half as much damage a success.

For the duration, the area becomes difficult terrain, and when a creature moves into or within the area, it takes 2d8 piercing damage for every 5 feet it travels; you are immune to this effect. The forest of dread provides half cover to any creatures inside the area. The bones disintegrate when the spell ends.

Caio Santos

Starfall

5th-level enchantment *(druid, sorcerer, wizard)*

Casting Time: 1 bonus action
Range: Self (30-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute

You create a violent star shower. When you cast this spell and as a bonus action on your subsequent turns, you can bring down stars on creatures of your choice within 30 feet of you. Each creature struck by a star takes 1d10+1 radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

6th-level Spells

Erupting Lightning

6th-level evocation *(druid, sorcerer, wizard)*

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (the vertebrae of a Lightning Vessel barbarian)
Duration: Instantaneous

You slam the ground with the palm of your hand, causing pillars of lightning to erupt from the ground beneath your foes. The area of lightning consists of up to seven 5-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. It takes 7d10 lightning damage and falls prone on a failed save, or half as much damage and doesn't fall prone on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can generate two additional 5-foot cubes of lightning for each slot level above 6th.

Unbound Chamber

6th-level transmutation (ritual) *(druid, sorcerer, wizard)*

Casting Time: 10 minutes
Range: 500 feet
Components: V, S
Duration: 8 hours

Using a ritual of ancient magic, you distort the gravitational balance of an enclosed space of your choice for the duration. The chamber can be of any shape up to 200 feet wide, 200 feet tall, and 200 feet long. While in the chamber, a creature doesn't take falling damage, has its jump distance tripled, has a flying speed equal to its walking speed, and can hover.

Casting this spell on the same spot every day for a year makes this effect permanent.

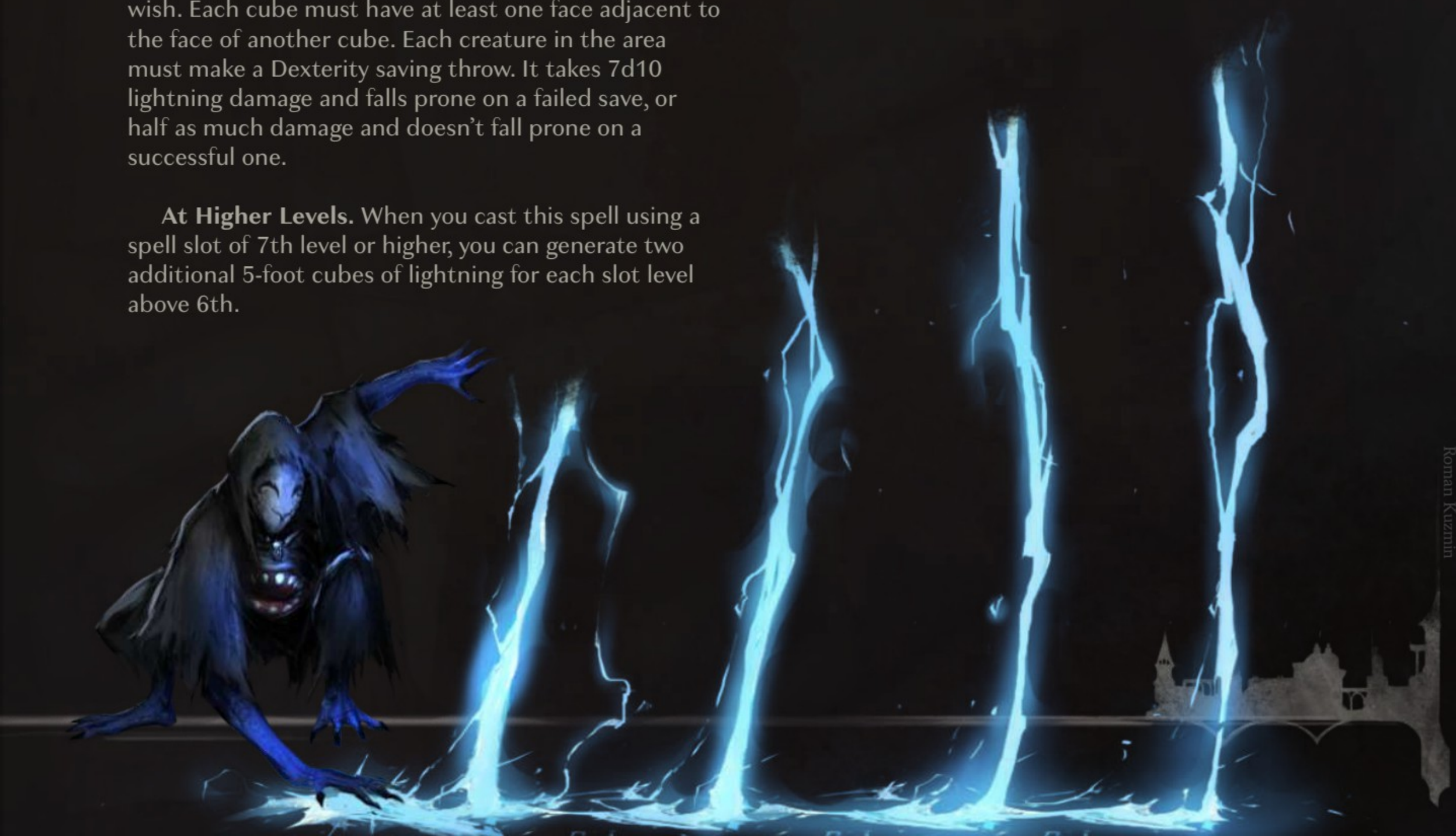
Void Walk

6th-level transmutation *(bard, sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 8 hours

You touch a willing creature. For the duration, it gains a flying speed equal to its walking speed and can hover.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target one additional creature for each slot level above 6th.



Roman Kuzmin

Wall of Bones

6th-level conjuration *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a calcified egg shell)
Duration: Concentration, up to 10 minutes

A grim wall of fractured bones appears at a point you choose within range. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It must rest on a solid surface. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. The wall blocks line of sight, and creatures can't pass through it. The wall is an object, and has AC 15, 150 hit points, immunity to poison and psychic damage, and vulnerability to bludgeoning damage. Reducing it to 0 hit points destroys it.

When the wall appears, each creature in its space is pushed out of it by the shortest route and must make a Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage, or half as much damage on a successful save.

Until the spell ends, and as long as the wall has sufficient hit points, you can use an action to sacrifice 20 hit points from the wall to summon a minotaur skeleton that has murderous killing intent. The creature appears in an unoccupied space of your choice adjacent to the wall. When you summon a minotaur skeleton in this way, designate a creature you can see within 60 feet of it; that creature becomes the sole enemy of the summoned creature. The minotaur skeleton ignores any orders you give, tries to kill its target by any means, and is immune to being charmed. Once its target is dead, it vanishes in a pile of dust.

You can have a maximum of three creatures summoned by this spell at a time.

Ari Ibarra

7th-Level Spells

Amputate

7th-level evocation *(druid, warlock, wizard)*

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You coat your hand with vicious osteomancy. Make a melee spell attack against a creature within your reach. On a hit, you deal 10d8 slashing damage. In addition, you rip off one of the creature's limbs (leg, arm, or other similar appendage).
A creature is immune to this effect if it is immune to slashing damage, has legendary actions, or the GM decides that the creature is too big for its limbs to be cut off with this spell. Such a creature takes an extra 5d8 slashing damage instead.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the initial damage increases by 4d8, and the alternative damage by 2d8, for each slot level above 7th.

Boneyard

7th-level necromancy *(cleric, sorcerer, warlock, wizard)*

Casting Time: 24 hours
Range: Touch
Components: V, S, M (enchanted bones, incense, and herbs worth at least 1000 gold, which the spell consumes)
Duration: Until dispelled

You touch a point and infuse an area around it with osteomancy. The area can have a radius of up to 120 feet, and the spell fails if the radius includes an area already under the effect of a *boneyard* or *hallow* spell. The affected area is subject to the following effects.

First, you know the exact location and hear the thoughts (if any) of any undead creature within the area, and you know if they are under someone's control.

Second, all creatures within the area lose resistance and immunity to necrotic and piercing damage.

Finally, as a reaction whenever a non-undead creature dies within the area, you can choose to rip its skeleton from its flesh and force it to rise again under your control. If you do, the creature is resurrected with 1 hit point, its creature type becomes undead, it becomes immune to all damage, it loses access to any legendary actions it had (if any), and you can mentally command its actions. At the end of its next turn, it dies and cannot be resurrected by any means short of a *wish* spell.

Crush

7th-level evocation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (bone powder)
Duration: Instantaneous

You attempt to trap one creature you can see within range in a field of gravity that compresses and folds in on itself. The target must succeed on a Strength saving throw or take 12d10 bludgeoning damage and be stunned until the start of your next turn as it reels from the pain.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can target one additional creature for each slot level above 7th.

Divine Order: Transcend

7th-level divination *(bard, cleric, warlock)*

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You call upon the power of the Great Ones, seeking their guidance. Until the spell ends, you gain the ability to cast any spell from the warlock spell list of 5th level or lower without expending a spell slot or needing to prepare the spell. As part of casting this spell, you can cast a spell with a casting time of an action from your newfound spell list. However, the cost of using this power is steep. At the end of each of your turns, you must succeed on a DC 18 Intelligence saving throw or take 2d10 psychic damage. If you fail this saving throw two times, the spell ends early and you gain a short-term madness.

At Higher Levels. When you cast this spell using a spell slot of 9th level, it no longer requires concentration, though you can choose to end the spell whenever.

8th-Level Spells

Bury

8th-level transmutation *(bard, sorcerer, wizard)*

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You dramatically increase the pull of gravity in a 30-foot-radius, 300-foot-high cylinder centered on a point on the ground within range. Creatures in this area are knocked prone and cannot lose this condition while there. A creature that enters the area for the first time on a turn or starts its turn there is knocked prone and takes 4d6 bludgeoning damage. A flying creature in the area immediately falls to the ground and is knocked prone. A creature must succeed on a Strength saving throw to move or perform any action. Each foot of movement while in the area costs a creature 3 extra feet.

A prone creature that ends its turn in the cylinder must succeed on a Strength saving throw or be forced into the ground as gravity pulls it down. It is restrained and incapacitated by the crushing pressure and the ground around it, but it gains the benefits of three-quarters cover, as only the upper part of their body is visible. A creature can repeat the saving throw at the end of each of its turns, freeing itself from the ground on a success.

If the spell lasts for its full duration, the ground cracks under the tremendous weight generated and becomes difficult terrain. Each 5-foot-square area requires at least 1 minute to clear by hand to remove the difficult terrain.

9th-Level Spells

Aspect of Death

9th-level conjuration *(warlock)*

Casting Time: 1 action
Range: Self
Components: V, S, M (the skull of a fallen hero, embedded with jewels worth at least 4,000 gp)
Duration: Concentration, up to 1 minute

You focus threads of magical energy around you which coalesce into the aspect of death, an avatar made of bones, which surrounds you and fights on your behalf. The avatar is Large, is centered on you, and moves with you. While it is summoned, it protects you from foes; you are considered behind three-quarters cover at all times, have resistance to all damage, are immune to being grappled, and no other creature can enter the space of the avatar.

In addition, while active, you gain a +1 bonus to spell attack rolls and saving throws, and when you cast a spell that deals bludgeoning, piercing or slashing damage, it is cast with a spell slot 2 levels higher than the one expended (to a maximum of 9th level).

Divine Order: Sacrifice

9th-level conjuration *(bard, cleric, warlock)*

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

When you cast this spell, you create a crack in the world, letting the will of a Great One smother a creature of your choice within range. The direct contact with the eldritch being causes the target to take 8d6 psychic damage, and it must make a Charisma saving throw. On a failure, the creature is pulled in through the tear to the cosmos. On a success, it isn't pulled but gains a long-term madness, and the spell ends.

While in the cosmos, the target is incapacitated. At the beginning of each of its turns while there, it takes 3d6 cold damage, 3d6 psychic damage, and must succeed on a DC 20 Intelligence saving throw or gain a short-term madness.

When the spell ends, if the target is still alive, it reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the creature is killed while in the void, its corpse never returns. A body that disappears in this way can never be recovered, not even with a *wish* spell.

If your concentration on the spell ends early, you must succeed on a DC 20 Intelligence saving throw or gain a long-term madness as the eldritch whispers revolt and assault your mind.

When the spell ends, roll a d100. On a 1, the breach doesn't close and instead only expands, threatening to absorb the entire world.

Osteophagia

9th-level conjuration *(warlock, wizard)*

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

The most lethal osteomantic power. You can cause the skeleton of a creature to liquefy in a matter of seconds, causing the body to collapse in on itself. Choose a creature within your reach; it must succeed on a Constitution saving throw or die.

A successful save prevents the death by skeletal collapse, but the creature still takes 10d6 necrotic damage. Creatures without bones and creatures whose CR or character level is equal to or higher than the caster's CR or character level are immune to this spell.

ITEMS

Bag of Cannonballs

Wondrous item, uncommon

You can store up to 100 cannonballs in this bag. The bag weighs 3 pounds, no matter how many cannonballs are stored. You can store or take out up to 3 cannonballs at a time once on each of your turns with no actions required.

All: Roman Kuzmin

Damascena

Wondrous item, uncommon

This basic technology invented by the Scions sacrifices lead bullets to generate powerful azure flames that scorch the abhorrent. This device is an effort to replicate the magical ability possessed by a select few.

As an action, you can cause the *damascena* to project blue flames in a 15-foot cone in front of you. Each creature in the cone must make a Dexterity saving throw (DC 11 + your proficiency bonus), taking 4d4 fire damage + a number of d4s equal to your proficiency bonus on a failed save, or half as much damage on a successful one. Each use of the *damascena* consumes 5 lead bullets.

"Immolation is a sign of purity, and in death they shall be cleansed."

Hand of Glory

Wondrous Item, very rare

A *hand of glory* is crafted from the hand of a hanged scourgeborne after it was covered in corpse wax and left to ferment in a casket.

While holding the *hand of glory*, you can attune to one additional magical item. This magical item can only be a ring, and must be worn on the *hand of glory*.

While holding the hand, you can use an action to set a digit of the hand ablaze and cast the *invisibility* spell on yourself. While a finger is ablaze, it casts bright light in a 10-foot radius that is only visible to the wearer of the hand. The spell ends early if the flame is extinguished by the wearer (no action required). In addition, while a finger is ablaze, you can cast the *knock* spell at will on objects within the radius of the light. The hand has 5 digits and regenerates 1 burnt digit daily at dusk.

Fungic Tea

Wondrous Item (potion), rarity varies

The aroma and appearance of this tea are undeniably repulsive, with seemingly still-living organisms squirming within it. However, for those who can stomach it, the tea offers impressive soothing properties.

Known for temporarily alleviating the effects of madness, the darker the tea, the more potent and challenging to brew. Once ingested, the afflicted individual is relieved of the affected madness for 1 hour or until the madness ends, whichever is shorter. However, upon swallowing the tea, you must make a Constitution saving throw with a DC listed in the table below. On a failure, you can't stomach the appalling taste, regurgitate the tea, and don't gain the benefits.

The tea is made in kettles that can pour up to 2d4 cups.

TEA TYPE	SAVING THROW DC	AFFECTED MADNESS	RARITY
White	12	One short-term	uncommon
Yellow	14	All short-term; one long-term	rare
Blue	16	All short-term and long-term	very rare
Black	18	All short-term and long-term; one indefinite	legendary

Holy Tonic

Potion, uncommon

The mostly-clear tonic in this vial is slightly milky and sparkles when light shines through. It was originally created by a secretive branch of the Radiant Church.

When you drink this tonic, you regain 4d4 + 4 hit points and are cured of all diseases you currently suffer from.

Side Effects

Depending on the lore your game implements, the holy tonic can have one or more of the following side effects. These effects are hidden from player characters and no magic can reveal them.

- If you fall unconscious within 1d12 minutes after drinking the *holy tonic*, you must succeed a DC 12 Wisdom saving throw or gain a long-term madness when you regain consciousness.

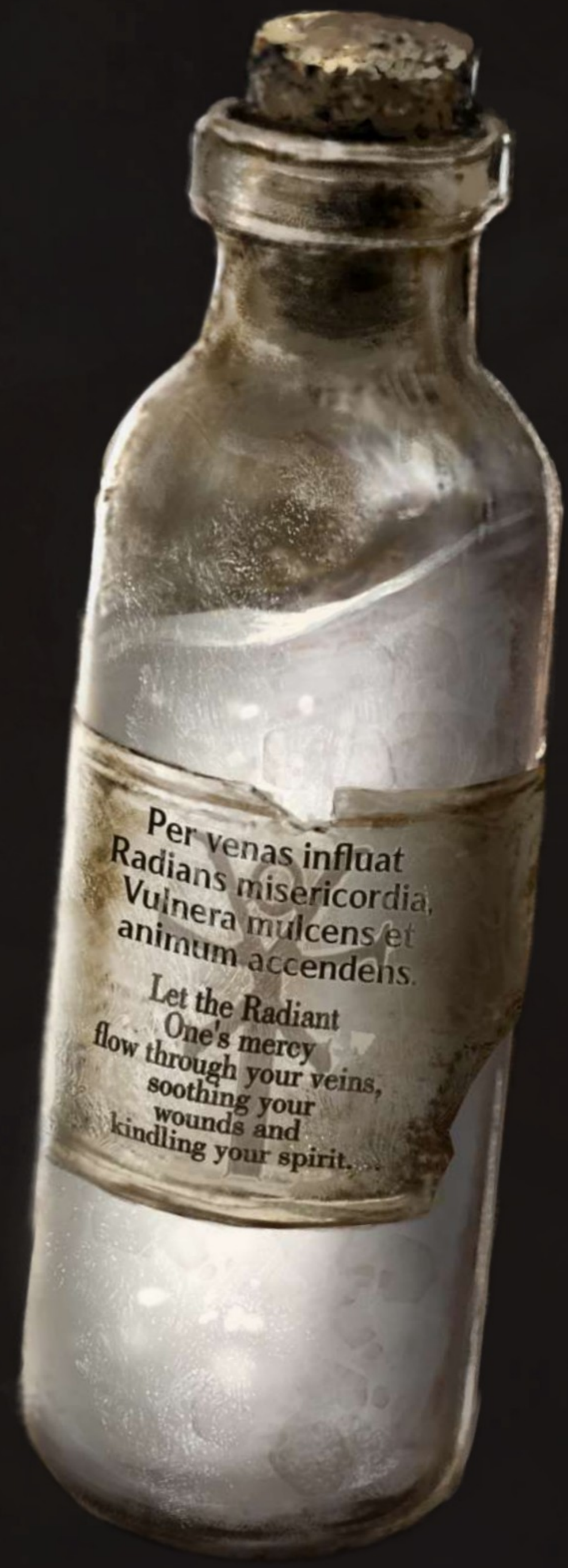
- 1 hour after you drink the *holy tonic*, you hear whispering voices urging you toward violence and chaos. You must succeed on a DC 10 Wisdom saving throw or have disadvantage on any Persuasion checks for the next 1d4 hours. Additionally, for the duration, you are compelled to act on aggressive impulses as determined by the GM.

- 24 hours after you drink the *holy tonic*, you must succeed on a DC 10 Wisdom saving throw or gain a short-term madness.

- 24 hours after you drink the *holy tonic*, you must succeed on a DC 11 Wisdom saving throw or crave more *holy tonic*. For the next 1d4 hours, you desperately search for a *holy tonic* and drink the first one you find. If you do not drink one within this time, you gain 1 level of exhaustion and the craving goes away.

- Each subsequent *holy tonic* you drink in a 7-day period increases the DCs for the saving throws you must make by 1. Each three *holy tonics* you drink in a 7-day period increases any exhaustion levels the tonic causes by 1.

- If you fail five Wisdom saving throws caused by a *holy tonic* within a 7-day period, a curse fully takes hold. You undergo a horrifying transformation into a monstrous beast, losing control of your actions and permanently becoming a beast or monstrosity of the GM's choice under their control.



Roman Kuzmin

GM Note: *Alternatively the holy tonic can restore 6d4+6 or 8d4+8 hit points.*

FIREARMS

Firearms. Firearms were created out of a dire need to fight the scourge. They all include silver in their construction, and as such, the projectiles they fire are considered silvered for the purposes of overcoming resistances and immunities.

Some firearm and ammunition properties require your target to make a saving throw to avoid the effects. The saving throw DC is calculated as follows:

Firearm save DC = 8 + your proficiency bonus + your Dexterity modifier

WEAPONS	COST	DAMAGE	WEIGHT	PROPERTIES
Simple Ranged Weapons				
Blunderbuss	20 gp	2d4 piercing	10 lb.	Ammunition (range 20), Barrel 2 (S), Blaring, Spread Fire, Twinned Barrel, Two-Handed
Flintlock	8 gp	1d8 piercing	3 lb.	Ammunition (range 100/320), Barrel 1 (F), Blaring, Light
Martial Ranged Weapons				
Cannon	500 gp	3d10 piercing	90 lb.	Artillery (range 120/240), Booming, Concussive, Two-Handed
Rifle	25 gp	1d10 piercing	8 lb.	Ammunition (range 120/240), Artillery, Barrel 2 (S), Blaring, Steady, Twinned Barrel, Two-Handed
Pistol	10 gp	1d6 piercing	3 lb.	Ammunition (range 40/120), Barrel 6 (S), Blaring, Fan Fire
Ammunition				
Bullets (10)	1 gp	—	1 lb.	—
Cannonball	3 gp	—	9 lb.	—
Explosive bullets (10)	40 gp	—	1 lb.	—
Explosive cannonball	30 gp	—	12 lb.	—
Scatter bullets (10)	15 gp	—	1 lb.	—

rifle

Properties

Artillery. You must use Strength instead of Dexterity for the Firearm save DC and the attack and damage rolls of this weapon. Such a weapon can be fired once before it must be reloaded with an action.

Ammunition. The ammunition of a firearm is destroyed upon use.

Barrel. The weapon can be fired a number of times equal to the number of bullets its barrel can hold (written as Barrel X) before it must be reloaded according to its fast or slow reload property (F or S, respectively).

- **Fast reload.** You must use an attack, an action, or a bonus action to reload this firearm. You must have one free hand to do so.

- **Slow reload.** You must use an attack or an action to reload this firearm. You must have one free hand to do so.

Blaring. Firing this weapon makes a thunderous crack. The sound can be heard from up to 100 feet away. Firing a weapon with this property makes it hard to go undetected; you have disadvantage on Stealth checks to hide until the start of your next turn. In addition, if a creature is within the area of the sound blast, it has advantage on Perception checks against you.

Booming. The deflagration from firing this weapon makes a stupendous booming sound. The sound can be heard from up to 500 feet away. Firing this weapon makes it impossible to go undetected; you automatically fail Stealth checks to hide until the start of your next turn. In addition, if a creature is within the area of the sound blast, it automatically succeeds on Perception checks against you.

Concussive. These weapons bludgeon as much as they pierce. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or to bludgeoning damage. For instance, if a creature is immune to piercing damage and has no resistance or immunity to bludgeoning damage, it would take full damage from a concussive weapon. Resistance to all physical damage applies as normal.

Fan Fire. You can quickly fire this weapon by slamming the hammer repeatedly. As an action, you fire a number of bullets in a row equal to your Dexterity modifier (minimum of 2, up to the entirety of the barrel). Each attack after the first suffers a cumulative -3 penalty to the attack roll. You cannot add any modifier to the damage roll of these attacks beyond the first (such as the bonus from your Dexterity modifier, the Sharp-shooter feat, or a magic weapon's bonus to damage rolls). When you use this action, your speed becomes 0 until the end of your turn, and attacks you make using the long range of the weapon automatically miss.

If you roll a 1 on any of the attack rolls, the weapon jams and can't be used again until it is repaired. You can use an action to make a DC 15 Sleight of Hand check, repairing the weapon on a success. Alternatively, you can spend 1 hour outside of combat to mend it, automatically succeeding on the check. If your check fails, the weapon is broken and must be mended in a specialist's store at a quarter of the cost of the firearm.

Roman Kuzmin

flintlock

Twinned Barrel. This weapon has two barrels that can each hold a bullet and can both be loaded as part of reloading the weapon. You can fire both barrels of a double barrel weapon as part of an attack, instead of each barrel individually. Doing so empties the barrel of the weapon (as per the Barrel property) but increases the damage die of the weapon on a hit (from d4 to d6 to d8 to d10 to d12).

Spread Fire. A weapon that has the spread fire property can't make a normal attack, instead spraying a cone in front of you with a length equal to its range (for example, a blunderbuss with 'range 20' will fire in a 20-foot cone in front of you). Each creature in the area must succeed on a Dexterity saving throw against your Firearm save DC or take the weapon's normal damage.

Steady. A weapon with this property can be stabilized for greater accuracy. As a bonus action, you give yourself a bonus to your next attack roll with this weapon this turn equal to your proficiency bonus, and attacking at long range doesn't impose disadvantage on the attack roll. You can use this bonus action only if you haven't moved during your turn, and after you use the bonus action, your speed is halved until the end of your turn.

Ammunition

Lead Bullet

The lead bullet is the default ammunition for every firearm, unless stated otherwise. The lead bullets of Luyarnha are alloyed with silver; they count as silvered for the purposes of overcoming resistances and immunities.

Scatter Bullet
*(requires a weapon with the **spread fire** property)*

This bullet ignores the spread fire property and is fired like a standard bullet. On a hit, the target takes your normal weapon damage and the bullet explodes, sending shrapnel flying in a 15-foot cone behind the target. Each creature in the area must succeed on a Dexterity saving throw against your Firearm save DC or take damage equal to your weapon damage.

Explosive Bullet
*(requires a weapon without the **spread fire** property)*

On a hit, each creature within 5 feet of the target must make a Dexterity saving throw against your Firearm save DC or take 1d8 fire damage. If the weapon misses, the ammunition fails to detonate.

Cannonball (Cannon)

A large, spherical iron projectile, the cannonball is used as ammunition for the cannon.

Explosive Cannonball (Cannon)

On a hit, each creature within 10 feet of the target must make a Dexterity saving throw against your Firearm save DC or take 2d8 fire damage. If the weapon misses, the ammunition fails to detonate.

blunderbuss

pistol

Sanctified Cannon

Weapon (cannon), uncommon

Charged Shot: Once on each of your turns you can replace one of your cannon attacks with a charged shot. Instead of a regular attack, you let loose a ball of destruction and death. Each creature in a 120-foot-long, 5-foot-wide line in front of you must succeed on a Dexterity saving throw against your Firearm save DC or take 3d12 bludgeoning damage and be knocked prone.

You can use this property only if you haven't moved during this turn, and after you use the property, your speed is 0 until the end of the current turn.

"Heed my blessing brothers! Fire the cannons and let the sanctified lead rip apart the flesh of beasts. In death they shall know peace!"

—Brother Ardeal

Cannon

Roman Kuzmin

Big Bertha

Weapon (cannon), rare

Why bother cutting beasts when you can just blow them to smithereens.

This moongold inlaid cannon deals an extra 1d4 damage to any non-humanoid creatures it hits. Moongold acts as a guiding light in the darknes; creatures holding or wearing moongold have advantage on saving throws against being frightened and madness.

You gain a +1 bonus to attack and damage rolls made with this weapon.

As a bonus action, you can rotate the dials on the cannon to infuse your loaded ammo with violent powers. Your next attack deals magical damage and you can choose one of the following effects.

Forceful Infusion. On a hit, the target takes an extra 1d6 bludgeoning damage and must succeed on a Strength saving throw or be pushed 15 feet away and knocked prone. Alternatively, if you are standing on a solid surface and instead fire the cannon directly at your feet, the explosion pushes you into the air and you land in a square of your choice within 30 feet of the explosion's origin.

Incendiary Infusion. On a hit, the target takes an extra 3d4 fire damage.

Unstable Infusion. On a hit, the target takes an extra 1d8 cold damage and the terrain in a 10-foot radius centered on the target is covered in arcane mist, becoming difficult terrain for the next minute.

MOONGOLD WEAPONS

Some monsters that have immunity or resistance to nonmagical or magical weapons are susceptible to moongilded weapons, so cautious adventurers invest extra coin to plate their weapons, magical or not, with moongold.

Moongold gives a 1d4 bonus to damage rolls against nonhumanoid creatures. Moongold acts as a guiding light in the darkness; creatures holding or wearing moongold have advantage on saving throws against being frightened and madness.

You can moongild a single weapon or ten pieces of ammunition for 1000 gp. This cost represents not only the price of the moongold, but the time and expertise needed to add moongold to the weapon without making it less effective. Moongold loses its effectiveness over time; if a moongilded weapon has not been recoated in moongold after 3 months, the coating falls off, ending its effects. Recoating a weapon before it loses its moongilding costs 500 gp and refreshes the duration of the moongold.

Carl hassler

TRICK WEAPONS

Trick weapons are weapons that can be transformed into alternate forms and have different abilities depending on said form. To be proficient with a trick weapon, a character must be proficient with both states of the weapon.

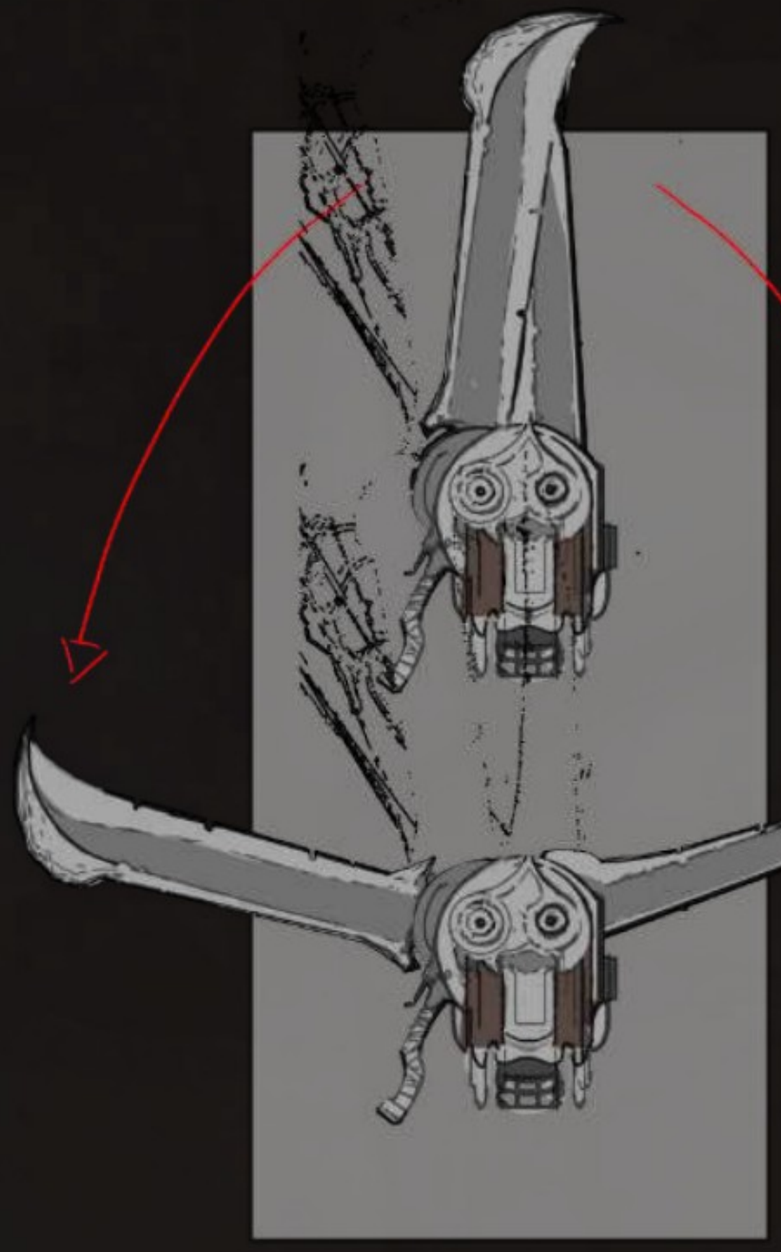
If a character isn't proficient with one of the forms of the weapon, they don't add their proficiency bonus to attack rolls made with that form of the weapon, as would be the case for not being proficient with a 'regular' weapon. If a character is proficient with at least one form of the weapon, they can use all properties of the weapon.

For example the 'serpent bladewhip' (page XX) is a whip in its untransformed state and a rapier in its transformed state. If a character is proficient with the whip but not the rapier, they can still access all the properties of the weapon, but when they attempt to use the rapier for attack rolls, they do not add their proficiency bonus.

Due to the complexity of trick weapons, if a creature is not proficient with any of the forms of the weapon, they cannot use it in combat at all. They have disadvantage on attack rolls made with the weapon, can only transform the weapon as an action, and cannot use any special properties the weapon might have.

WEAPONS	COST	DAMAGE	WEIGHT	PROPERTIES
Martial Melee Weapons				
Scythe	5 sp	1d10 slashing	6 lb.	Finesse, Heavy, Two-Handed, Reach
Cleaver	3 sp	1d8 slashing	4 lb.	Heavy, Versatile (1d12)

Roman Kuzmin



Guillotine Shears

Trick weapon (shortsword & longsword, shears), uncommon

The guillotine shears are a wonder of mechanical engineering, created to tend to Carmella's garden. Once used to cut excess foliage, it has now been repurposed to sever limbs instead of greenery. This trick weapon was given to hunters as a means of containing the scourge—if they couldn't kill the beasts, they could at least cripple them.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the guillotine is two one-handed weapons—a longsword and a shortsword. In its transformed state, the weapon is a single one-handed weapon—shears. As part of this bonus action, you can do the following:

- When transforming the swords into shears: you can make a single melee weapon attack with the shears. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative, and you can't use the Guillotine property on this attack.
- When transforming the shears into swords: you can slide the longsword forward as part of dismounting it, making a single melee weapon attack with it. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If you have the Two-Weapon Fighting Style, you can ignore this limitation.

Untransformed. While wielding both swords, the longsword is considered light. The shortsword deals your choice of slashing or piercing damage.

Transformed. The shears are a one-handed martial weapon that deals 1d10 slashing damage on a hit. In addition, it has the Guillotine property.

Guillotine. Immediately after hitting a target with the shears, if you have a free hand, you can use your reaction to pull the lever, snapping the blades together and dealing an extra 1d12 slashing damage to the target. If the triggering attack was a critical hit, you deal an extra 1d12 slashing damage. If this attack deals more than one-quarter of a creature's hit point maximum, you also chop off one the creature's limbs (anything but the head) at the GM's discretion. If this attack reduces a creature to 0 hit points, it is decapitated.

Wes Fraser

Meat Hookshot

Trick weapon (blunderbuss & sickle), uncommon

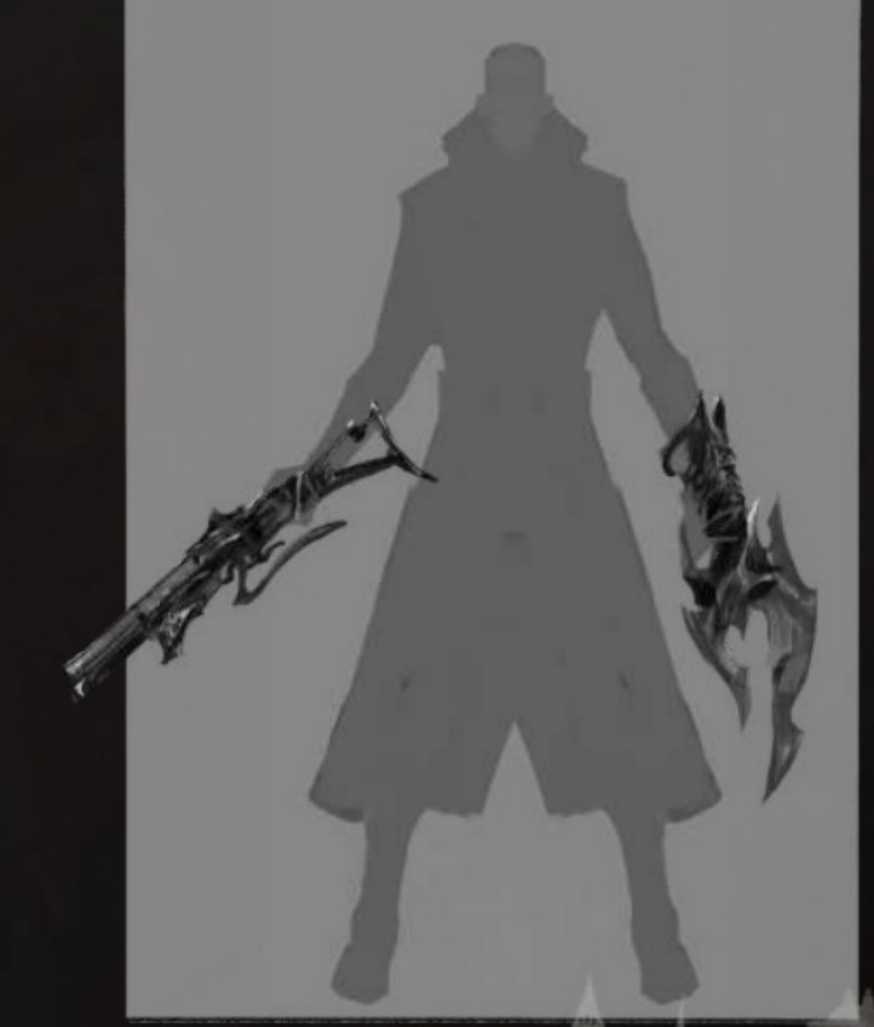
When the manikin of the Sloered abattoir gained sentience, the Scions sent enforcers to quell this threat to Luyarnha's delicate existence. From the abbatoir's meat hooks and the blunderbusses of the slain enforcers, The Slaughtered—as the manikins named themselves—crafted these versatile weapons. Nicknamed "the meat hook", the hookshot is a trick weapon used by hunters to help close the gap to their prey in a devastating whirl of blades and gunpowder.

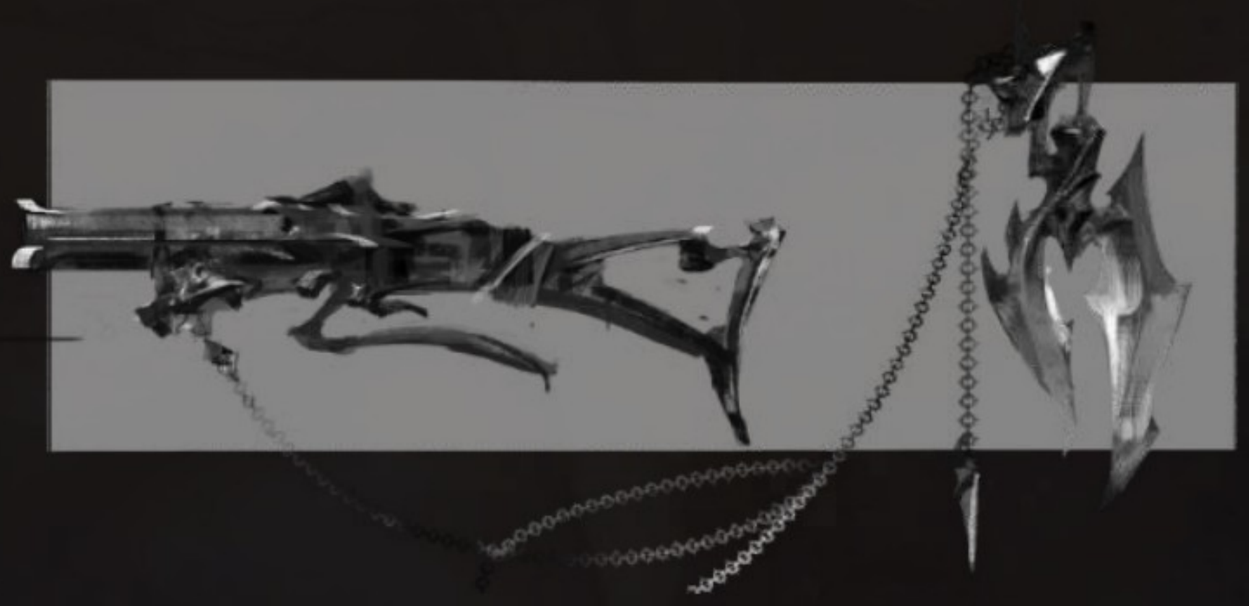
Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the hookshot is two one-handed weapons connected by a short length of chain; a sickle and a blunderbuss. In its transformed state, the weapon is a single two-handed weapon; a blunderbuss with a bladed attachment that can act as a battleaxe.

Untransformed. While untransformed, the sickle has the finesse property, and the blunderbuss doesn't have the two-handed property. Using this pair of weapons together requires the sickle to be held in one hand and the blunderbuss in the other. When you take the Attack action with the sickle, you can make an attack with the blunderbuss as a bonus action, ignoring the barrel property.

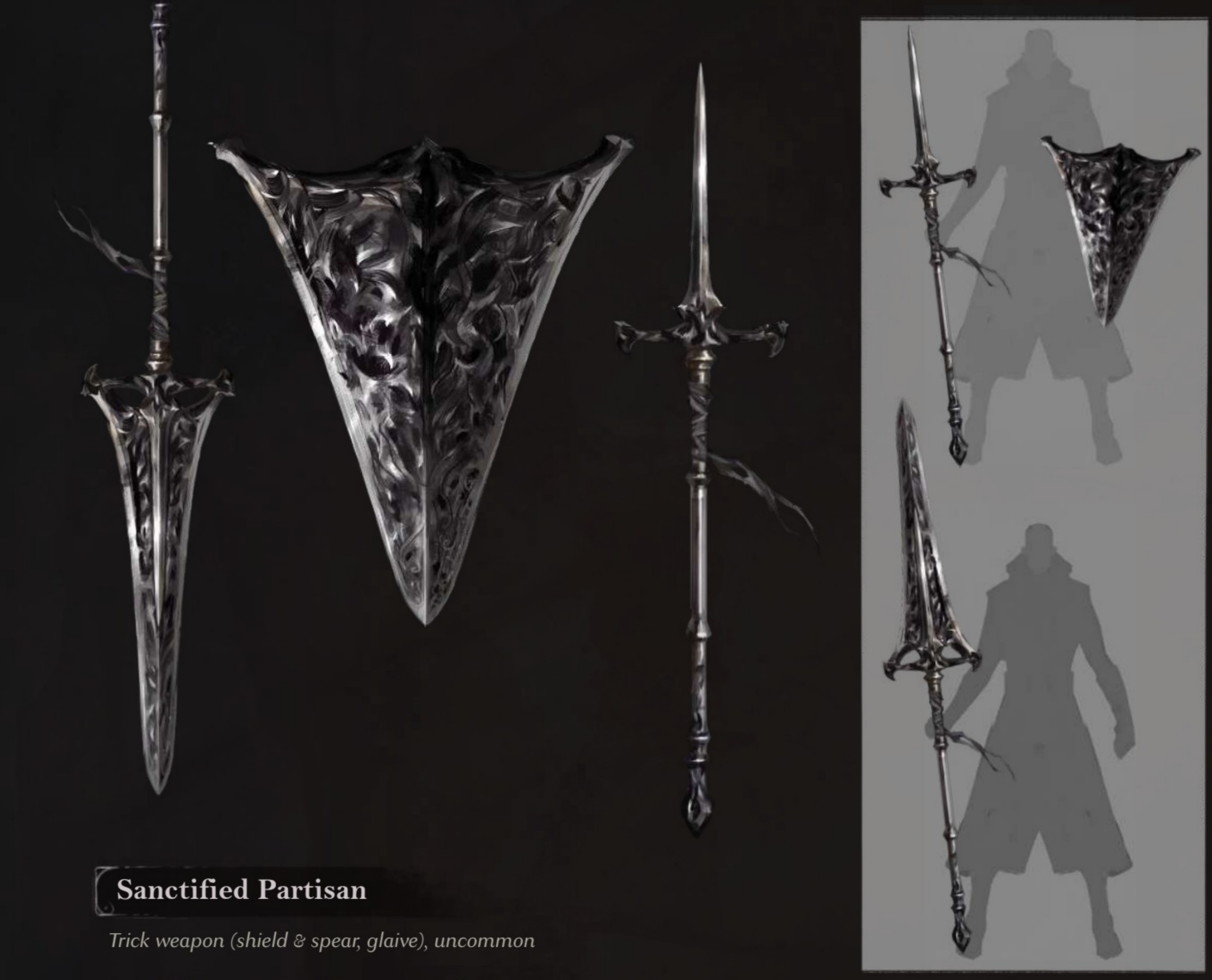
Transformed. When you take the Attack action, you can attack with either the blunderbuss or the bladed attachment (which uses the stats of a battleaxe wielded with two hands). In addition, this item gains the Hookshot property.

Hookshot. As an action, you can launch the sickle from the blunderbuss, to which it remains attached by a length of sturdy chain. Make a ranged weapon attack against a creature you can see within 30 feet of you. On a hit, the target takes slashing damage equal to 1d4 plus your Dexterity modifier. If the creature is of your size or smaller, it must succeed on a DC 13 Strength saving throw or be pulled in a straight line to the nearest unoccupied space adjacent to you. If the creature is of a size larger than yours, you are pulled in a straight line to the nearest unoccupied space adjacent to it. At the end of your turn, the hook detaches from the creature and reattaches itself to the blunderbuss.





Roman Kuzmin



Sanctified Partisan

Trick weapon (shield & spear, glaive), uncommon

One of the most versatile weapons of the church.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the *sanctified partisan* is a spear and a shield. In its transformed state, the spear is sheathed by the shield, which retracts into a massive blade; the weapon becomes a glaive.

Untransformed. Using this pair of weapons together requires the spear to be held in one hand and the shield in the other. When you are targeted by a melee weapon attack, you can use your reaction to deflect with the shield, gaining a +2 bonus to AC against that attack. If the attack misses, you can immediately make a single melee weapon attack with the spear as part of the same reaction.

Transformed. This glaive doesn't have the heavy property. When you hit with an attack using this weapon, as part of the attack, you can pierce the target, transform the weapon, and only pull out the spear. The shield remains in the target's body, impaling it. An impaled creature takes 1d4 slashing damage at the start of each of its turns, and its speed is reduced by 15 feet. To remove the shield, the impaled target can use its action to make a DC 12 Strength check. On a success, the shield is removed and falls at the target's feet. If you are within 5 feet of the shield, you can use a bonus action to retrieve and don it.

Roman Kuzmin

Stick

Trick weapon (stick), uncommon

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, it's a stick. In its transformed state, you break it over your knee and it’s two sticks. The stick may only return to its untransformed state over the course of an hour as you use glue and bandages to bind the two pieces back together and wait for it to cure. It has the Ill Advised Weapon property.

Untransformed. It's a stick, has the light property, and if you hit with it, it deals 1d4 bludgeoning damage.

Transformed. It's two sticks, each held in a hand. A hit with either stick deals 1 + your Strength modifier bludgeoning damage (minimum of 0).

Ill Advised Weapon. When you attack with the stick, if you roll a 1 on the d20, it is destroyed and unusable. If this occurs during the transformed state of the stick, the stick not used in the attack remains, but cannot be untransformed. If the remaining stick also is destroyed by this property, you no longer have a stick.

“In the brazen fury of the hunt, you may lose your weapon and need to reach for something to defend yourself. Sometimes it's useful. Sometimes it's a stick”

—Memories of a corpse

Why?
—Evan

Roman Kuzmin

Rifling Cleaver

Trick weapon (cleaver, rifle), uncommon

Rather than carrying separate firearms, which often become ineffective when beasts get close, many hunters conceal them within enormous cleavers designed to rend flesh. Such creations of gunpowder and metal are aptly named *rifling cleavers*.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, it is is a large cleaver. In its transformed state, the weapon is a rifle. You can reload the rifle even in its untransformed state.

Untransformed. After making a melee weapon attack with this weapon, you can immediately use your bonus action to make a ranged weapon attack with the rifle against a creature within range that is behind you and in a straight line with you and your first target. This shot extends the weapon, transforming it.

Transformed. Though unwieldy in melee, you can use a bonus action to make a melee attack with the opposite end of the rifle. This attack uses your choice of your Strength or Dexterity modifier. The damage die for this attack is a d4, and it deals bludgeoning damage. Your weapon then reverts to its untransformed state.

Abyss Warden's Axeblade

Trick weapon (longsword, battleaxe), rare

Infused with otherworldly ichor, this dark blade is given to warriors of the Abyss Warden, forged from the remains of the monsters they've slain. The elegant and virtuous design of the weapon hides its macabre origins, mirroring the order it came from.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon by sliding the pommel up and down on the blade. In its untransformed state, the *abyss warden's axeblade* is a longsword. In its transformed state, the weapon becomes a battleaxe. As part of this bonus action, you can slam the weapon down, emitting a wave of radiance centered on you. Each creature within 5 feet of you must succeed on a DC 13 Constitution saving throw or take 1d6 radiant damage.

Both forms of the weapon deal an extra 1d6 radiant damage on a hit. This damage increases to 2d6 for the longsword against Medium or smaller aberrations and to 2d6 for the battleaxe against Large or larger aberrations.

Top: Roman Kuzmin; Bottom: Ryan Bittner

Cordyceps Sinensis

Trick weapon (special), rare

To gain the benefits of the *cordyceps sinensis*, you must ingest it, or graft it underneath your skin. For 24 hours, the fungus will incubate within you; during that time, if you swallow liquid flames or light the grafted area ablaze, you will kill the parasite. After 24 hours have passed, the only way to remove the parasite is with a *remove curse* spell cast at 6th level or higher. If you receive Nawre's Blessing, nothing short of a *wish* spell will remove the fungus.

While infected with the *cordyceps sinensis*, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once this property has been used, it can't be used again until the next dawn.

If you have Nawre's Blessing tattooed or carved onto your body, the parasite becomes a trick weapon for you. You can use your choice of Intelligence, Wisdom, or Charisma, instead of Strength or Dexterity, for the attack and damage rolls made with this magic weapon

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this magic weapon. In its untransformed state, it is a squashy tendril that emerges from your chest. In its transformed state, the parasite turns both your arms into grotesque elastic appendages of flesh.

Untransformed. The tendril is a simple melee weapon for you that deals 1d8 bludgeoning damage on a hit and has the reach property. You can use a bonus action to make a melee weapon attack with the weapon. In addition, your walking speed increases by 10 feet.

Transformed. The tendrils infiltrate your arms, turning them into massive clobbering weapons. In this form, you cannot wield any weapon or shield in your hands. These tendrils count as simple melee weapons for you, deal 1d10 bludgeoning damage on a hit, and have the reach property. When you make an attack on your turn, you can choose to do so with both arms at once, treating them as a two-handed weapon that deals 2d8 damage on a hit.

Curse: Evolved Parasite. If you die while infected with the *cordyceps sinensis*, the parasite gains more control over your body; if you die three times, you become an NPC under the GM's control, and your goals become aligned with that of Nawre. A GM can devise a way for the host to regain control over their body.

Roman Kuzmin

Dream Executioner

Trick weapon (scythe, maul), rare (requires attunement)

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the executioner is a scythe and a lantern. In its transformed state, the weapon is a single massive maul.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Untransformed. When you hit a creature with the scythe, as part of the same attack, you can choose another creature within 5 feet of the original target and within your reach to attack. If the original attack roll would hit the second creature, it takes damage equal to half your initial hit. If you do so, your speed is halved until the end of your turn. In addition, the executioner has the Harvest Property.

Harvest. Whenever a creature of CR 1 or higher (or 1st level or higher) dies within 15 feet of you, the lantern harvests the creature's soul. The soul becomes trapped in the lantern and the creature cannot be resurrected until the soul is freed. As an action, you can free a soul trapped in the lantern. The lantern can hold a maximum of one soul.

Transformed. The maul gains the Soul Explosion property.

Soul Explosion. When you hit a creature with this weapon, you can sacrifice one of the souls held in the lantern to create a massive explosion of ghostflame, permanently destroying the soul. Each creature of your choice within 15 feet of you must make a DC 14 Dexterity saving throw, taking 2d8 radiant damage and 2d8 necrotic damage on a failed save, or half as much damage on a successful one. Undead automatically fail the saving throw.

Roman Kuzmin

Electric Sawblade

Trick weapon (longsword), rare

The electric sawblade is a viciously effective tool of war that combines the lethality of silver and electricity. The hilt and guard resemble those of a hunter's longsword, often ornately adorned with the markings of the hunter's faction, symbols of the Radiant Church, or grim skulls that embody the dominion over death of the Scions. From this hilt extends the true terror of the weapon: a broad, straight blade constructed from dozens of razor-sharp, silvered teeth arranged in a looped chain. When wielded, these teeth whirr into a blur of destructive motion, capable of rending flesh, bone, and even the thick hide of beasts with horrifying ease. A powerful generator housed within the hilt infuses the gnashing teeth with crackling energy, adding a galvanizing quality to each cut and rip.

Trick Weapon. This longsword has 3 charges. You can expend 1 charge as a bonus action to pull the trigger under the blade to transform and infuse it with electricity for 1 minute, until you fall unconscious, or until you use a bonus action to stop the current. This weapon regains 1 charge for each 10 minutes that it spends inside a miniature Galespire Coil (often found inside hunter's workshops).

This silvered longsword deals an extra 1d6 slashing damage on a hit, and you gain a +1 bonus to attack and damage rolls against creatures not wearing metal armor, as long as the sword has at least 1 charge.

Untransformed. When a melee attack that you can see would hit you, you can use your reaction to parry the attack, adding a bonus to your AC equal to your proficiency bonus against that attack. If this causes the attack to miss you and it was made with a nonmagical weapon, the weapon is destroyed by the teeth of the sawblade.

Transformed. The surge of electricity causes the blade to rev faster, requiring both hands to control it. If you use one hand to attack with this sword while it is transformed, you have disadvantage on attack rolls made with it. While transformed, the longsword deals an extra 1d6 slashing and 1d6 lightning damage. In addition, the momentum generated from it propels you. Your walking speed increases by 10 feet.

Roman Kuzmin

Gravitational Partisan

Trick weapon (shield & spear, glaive), rare

A sanctified partisan that was reinforced using gravity magic, typically given to high ranking hunters.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the *gravitational partisan* is a spear and a shield. In its transformed state, the spear is sheathed by the shield, which retracts into a massive blade; the weapon becomes a glaive.

Untransformed. Using this pair of weapons together requires the spear to be held in one hand and the shield in the other. When you are targeted by a melee weapon attack, you can use your reaction to deflect with the shield, gaining a +4 bonus to AC against that attack. If the attack misses, you can immediately make a single melee weapon attack with the spear as part of the same reaction. On a hit, as part of the attack, you can transform the weapon and a gravity barrier forms in front of you, granting you a +4 bonus to AC until the start of your next turn.

Transformed. This glaive doesn't have the heavy property. When you hit with an attack using this weapon, as part of the attack, you can pierce the target, transform the weapon, and only pull out the spear. The shield remains in the target's body, impaling it. An impaled creature takes 2d4 slashing damage at the start of each of its turns, and its speed is reduced to 0. To remove the shield, the impaled target can use its action to make a DC 14 Strength check. Medium or smaller creatures have disadvantage on the check. On a success, the shield is removed and falls at the target's feet. If you are within 5 feet of the shield, you can use a bonus action to retrieve and don it.

Roman Kuzmin

Improved Meat Hookshot

Trick weapon (blunderbuss & sickle), rare

You have a +1 bonus to attack and damage rolls made with both forms of this magic weapon.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the hookshot is two one-handed weapons connected by a short length of chain; a sickle and a blunderbuss. In its transformed state, the weapon is a single two-handed weapon; a blunderbuss with a bladed attachment that can act as a battleaxe.

Untransformed. While untransformed, the sickle has the finesse property, and the blunderbuss doesn't have the two-handed property. Using this pair of weapons together requires the sickle to be held in one hand and the blunderbuss in the other. When you take the Attack action with the sickle, you can make an attack with the blunderbuss as a bonus action, ignoring the barrel property. If you hit a creature with the sickle and the blunderbuss on the same turn, it has disadvantage on Strength checks and Strength saving throws until the end of your next turn.

Transformed. When you take the Attack action, you can attack with either the blunderbuss or the bladed attachment (which uses the stats of a battleaxe wielded with two hands). In addition, this item gains the Hookshot property.

Hookshot. As an action, you can launch the sickle from the blunderbuss, to which it remains attached by a length of sturdy chain. Make a ranged weapon attack against a creature you can see within 60 feet of you. On a hit, the target takes slashing damage equal to 1d4 plus your Dexterity modifier. If the creature is of your size or smaller, it must succeed on a DC 15 Strength saving throw or be pulled in a straight line to the nearest unoccupied space adjacent to you. If the creature is of a size larger than yours, you are pulled in a straight line to the nearest unoccupied space adjacent to it. At the end of your turn, you can detach the hook from the creature and reattach it to the blunderbuss; if you don't, the creature is grappled by you.

Roman Kuzmin

Improved Rifling Cleaver

Trick weapon (cleaver, rifle), rare

You have a +1 to attack and damage rolls made with both forms of this magic weapon.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, it is is a large cleaver. In its transformed state, the weapon is a rifle. You can reload the rifle even in its untransformed state.

Untransformed. After making a melee weapon attack with this weapon, you can immediately use your bonus action to make a ranged weapon attack with the rifle against a creature within range that is behind you and in a straight line with you and your first target. This shot extends the weapon, transforming it.

Transformed. This rifle has the Barrel (F) property instead of the Barrel (S) property. Though unwieldy in melee, you can use a bonus action to make a melee attack with the opposite end of the rifle. This attack uses your choice of your Strength or Dexterity modifier. The damage die for this attack is a d8, and it deals bludgeoning damage. Your weapon then reverts to its untransformed state.

Roman Kuzmin

Moongilded Tarblood

Trick weapon (longbow, longsword), rare (requires attunement)

> *Tarblood is a creation of the Obitus Scholare, an amalgamation of hundreds of species' blood that was forcefully injected to create enhanced hunters. The tarblood could not only be used to push past the apex of mortal power, but could also be used to create weapons—echoing the power of its wielder—when fused with moongold.*

This weapon, crafted with moongold, gives you a 1d4 bonus to damage rolls against nonhumanoid creatures. Moongold acts as a guiding light in the darkness; creatures holding or wearing moongold have advantage on saving throws against being frightened and madness. In addition, you gain a +1 bonus to attack and damage rolls made with this weapon.

Special Attunement. While you are attuned to this weapon, you know one Blood Shot option of your choice from the Blood Archer Fighter (choose between Bloodboil, Constraining, Shadowblood, or Thunderblood Arrow).

You can use this option when you make an attack with this bow. You can use this option twice, and you regain all expended uses daily at dawn. If you are a Blood Archer Fighter, you instead gain 2 additional uses of your Blood Shot feature.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the moongilded tarblood is a longbow. In its transformed state, it's a longsword. By breaking the string, the tarblood melts and flows around the ivory handle, congealing into a longsword; if the sword handle is forcefully shoved into the blade, the weapon reverts into a longbow. Whenever you transform the weapon, the tarblood becomes unstable; your next hit with this weapon reduces the target's speed by 10 feet until the start of your next turn as the tar wraps around them, before retreating to the weapon.

Untransformed. The bow can fire regular ammunition, or it can fire lead bullets, the tarblood melting them into arrows.

Transformed. While this weapon is transformed, if you inflict 25 points of damage with it in a single turn against a creature that has blood, and you have no more than one use of your Blood Shot remaining, you regain one use of your Blood Shot.

Ryan Bittner

Moongold Equalizer

Trick weapon (flintlock, rifle), rare

This weapon, crafted with moongold, gives you a 1d4 bonus to damage rolls against nonhumanoid creatures. Moongold acts as a guiding light in the darkness; creatures holding or wearing moongold have advantage on saving throws against being frightened and madness.

Trick Weapon. As a bonus action, you can magically melt the moongold before solidifying it, switching between the transformed and untransformed states of this weapon. In its untransformed state, the equalizer is a flintlock. In its transformed state, the weapon is an ornate, two-handed weapon; a rifle.

Untransformed. This flintlock has the Barrel 2 (F) property. In addition, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with this flintlock.

Transformed. When you attack with this weapon, you can choose to replace your attack with a particularly violent shot. Make a ranged weapon attack. On a hit, the target takes the weapon's damage plus an extra 2d8 piercing damage. Hit or miss, this causes the weapon to partially liquefy and turn back into its untransformed state; it can't be transformed again until the end of your next turn.

You can use this attack only if you haven't moved during this turn, and after you use this attack, your speed is 0 until the end of your turn.

Roman Kuzmin

Phantom Limb

Trick weapon (unarmed, shortsword), rare (requires attunement)

Infusing the bones of a beast with a mixture of quicksilver, mithral, and osteomantic magic, the Scions created a means of returning disabled hunters to the battlefield in full fighting form. Dark and metallic, the crevices of a *phantom limb* glow with a wan, cold light when fused with the warm body of its wielder.

Attunement. When you attune to this item, the cold, lifeless hand merges with your flesh and either replaces a missing arm or consumes one of your existing arms (your choice when you attune to this weapon). An arm consumed in this way does not reappear when you unattune from the item.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the *phantom limb* is a metallic, articulating hand. In its transformed state, the weapon is a shortsword.

Untransformed. Unarmed strikes you make with the *phantom limb* deal magical bludgeoning damage. In addition, the limb reacts to deflect incoming blows, granting you a +1 bonus to AC.

Transformed. You gain a +1 bonus to attack and damage rolls made with this shortsword, which gains the Haunting Mark property.

Haunting Mark. Whenever you hit an undead creature with an attack using this blade then, for the next minute, you can see its form as a glowing outline, even if it is invisible, and you always know the direction and distance to the creature while it is on the same plane as you. This effect ends early if you hit a different undead creature with an attack using this blade, or if the *phantom limb* is no longer in its transformed state.

Losing limbs is not enough to keep a hunter down; in that sense, they are more tenacious than the very beasts they hunt.

Roman Kuzmin

Ravenous Gazer

Trick weapon (glaive), rare (requires attunement)

Acquiring forbidden knowledge always comes at a cost.

Any creature that attunes to this glaive is considered proficient with it. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the gazer is a glaive. In its transformed state, the gazer is a glaive which can be used as a spellcasting focus.

To transform this weapon, you must feed it your blood: each time you shift this weapon into its transformed state, or start your turn with the glaive in its transformed state, you take 1d4 necrotic damage, which cannot be reduced in any way. This damage cannot break your concentration.

Transformed. While the glaive is in its transformed state, it grants you a +2 bonus to spell attack rolls, increases your spell save DC by 1, and gives you truesight out to 30 feet.

Roman Kuzmin

Scionic Armament

The Scions' weapons—whether dead or alive—are constructed from the bones of formidable monsters which are then tortured with strong lightning, granting twisted appearance and savage fury to the armament. The weapon's osseous component grants it ancient strength, and the electricity that dances across its body brutalizes all who come in contact with it.

Scionic weapons all require attunement. When attuning to such a weapon, a creature takes 2d8 lightning damage.

Melee Weapons

Any melee weapon, rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon, which deals an extra 1d6 lightning damage on a hit. This weapon has the Explosive Retreat property.

Explosive Retreat. When you hit a creature with this weapon, you can choose to detonate the creature. The creature must make a DC 14 Dexterity saving throw, taking 3d8 lightning damage on a failed save, or half as much damage on a successful one. The detonation pushes you 10 feet away from the creature. Once used, this property can't be used again until the next dawn.

Ranged Weapons

Any ranged weapon, rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you make attacks using this weapon, you fire electricity generated from the armament and can ignore the ammunition, barrel, or reload property of the weapon, dealing lightning damage instead of the weapon's normal damage. This weapon has the Guiding Fury property.

Guiding Fury. While holding this weapon, you can unleash the rage held within its bones to make a ranged weapon attack with advantage. On a hit, you deal the weapon's damage and lightning streaks from the target to a different creature of your choice within 30 feet of it. Make a ranged weapon attack against the new target, and on a hit, deal the weapon's damage and the lightning streaks again. A creature can be targeted only once by each use of guiding fury. Once used, this property can't be used again until the next dawn.

Reminder: *Forced movement does not trigger opportunity Attacks*

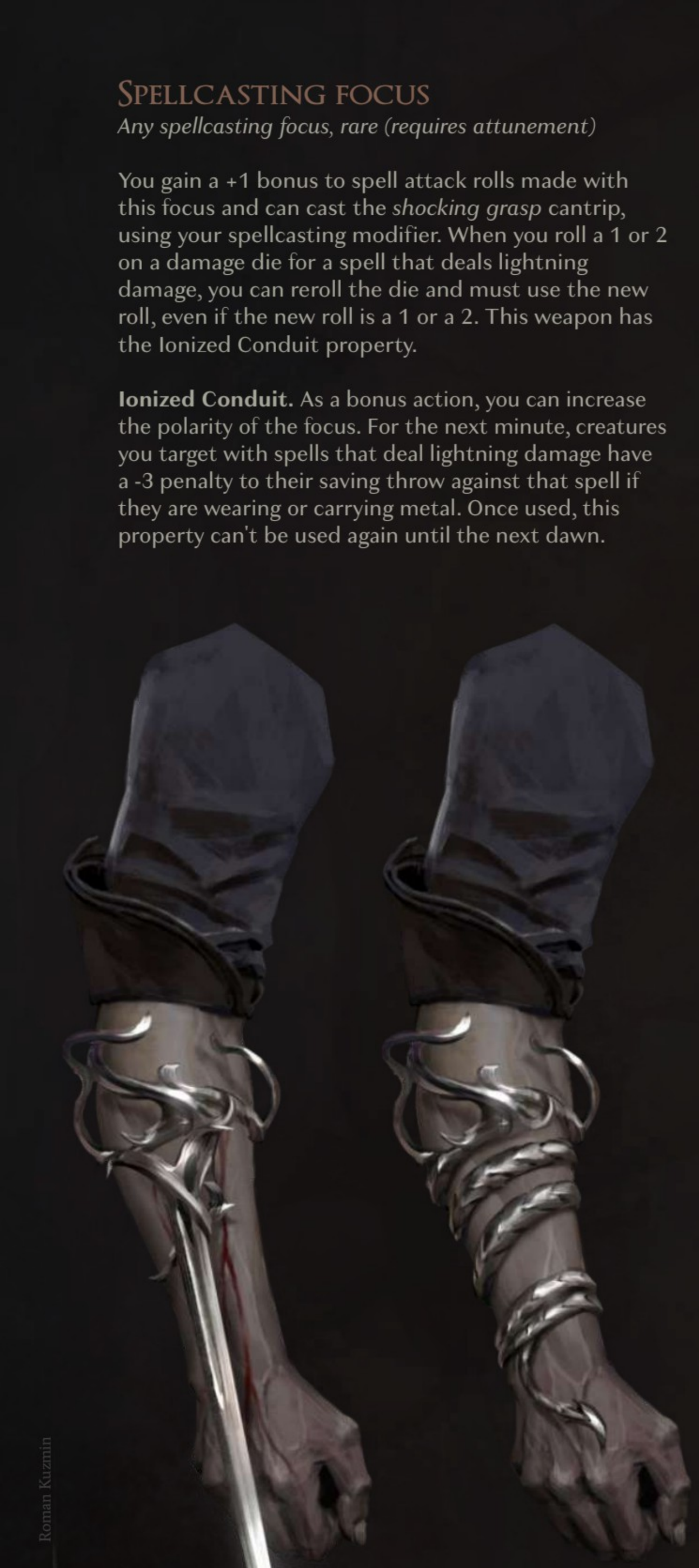
Ryan Bittner

Spellcasting focus

Any spellcasting focus, rare (requires attunement)

You gain a +1 bonus to spell attack rolls made with this focus and can cast the *shocking grasp* cantrip, using your spellcasting modifier. When you roll a 1 or 2 on a damage die for a spell that deals lightning damage, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. This weapon has the Ionized Conduit property.

Ionized Conduit. As a bonus action, you can increase the polarity of the focus. For the next minute, creatures you target with spells that deal lightning damage have a -3 penalty to their saving throw against that spell if they are wearing or carrying metal. Once used, this property can't be used again until the next dawn.



Roman Kuzmin

Serpent Bladewhip

Trick weapon (whip, rapier), rare (requires attunement)

Slithering silver strikes, swiftly severing sinister shadows.

You have a +1 to attack and damage rolls made with both forms of this weapon.

Attunement. When you attune to this weapon, the cold, lifeless snake wraps around your forearm and bites your flesh, burying its head beneath it and inflicting 1d4 piercing damage. While attuned, you cannot be disarmed of this magical weapon. Ending the attunement causes the head to retract and the item to fall to the ground.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the bladewhip is a metallic whip. In its transformed state, the weapon solidifies by coagulating your blood to form a rapier.

Untransformed. Attacks you make with the *serpent bladewhip* add an additional 5 feet to your reach, as well as when determining your reach for opportunity attacks with it. In addition, if you hit a creature twice in a turn with this weapon, the whip's devouring hunger awakens and tears out more of its flesh, dealing an extra 2d4 slashing damage.

Transformed. While transformed, you take 1 piercing damage at the start of each of your turns as the blade drains your blood to empower itself. This rapier gains the Fireblood Poison property and is considered silvered.

Fireblood Poison. Once on each of your turns when you hit a creature with an attack using this blade, you can coat the wound with poison and the target must make a DC 14 Constitution saving throw. On a failure, it is poisoned for the next minute as its innards start to boil. This can affect creatures immune to the poisoned condition. While poisoned in this way, the creature takes 1d6 fire damage at the start of each of its turns. This damage ignores resistance to fire damage.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the blade's Fireblood Poison for the next 24 hours.

Uncharged Claw

Trick weapon, rare (requires attunement)

While attuned to this weapon, you have resistance to lightning damage.

Trick Weapon. As a bonus action, if you've taken lightning damage or spent a hit die since the start of your last turn, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the claw is a sinewy leather gauntlet, made from the muscle and hide of a galvanized prowler. In its transformed state, the claw surges with electrical energy, merging with its wearer's forearm and turning into a monstrous claw.

Untransformed. The bestial hide feeds off of you in exchange for power; you have advantage on initiative rolls. In addition, this gauntlet devours your life force. When you hit with a melee attack, you can spend a hit die to deal an extra 1d6 lightning damage.

The gauntlet has 2 charges and regains all expended charges daily at dawn. When you take lighting or thunder damage, you can use your reaction to expend 1 charge to instead take no damage and regain 1 hit die.

Transformed. The gauntlet merges with your form, turning your hand into an aberrant claw that you cannot be disarmed of. This claw changes the damage of your unarmed strikes to 1d8, the damage type to slashing, and you can use your Dexterity or Strength modifier for the attack and damage rolls made with it.

In addition, when you hit with a melee attack using this claw, you can spend a hit die to deal an extra 1d8 lightning damage.

The claw is too unwieldy to use for delicate handling, such as activating intricate mechanisms (like the trigger of a firearm) or picking locks with thieves' tools.

*The **uncharged claw** can be turned into a **galvanized claw** by crushing the live heart of a galvanized prowler with it.*

Roman Kuzmin

Unstable Crumbler

Trick weapon (cannon, maul), rare (requires attunement)

While holding this weapon, your attacks and spells deal double damage to structures, and fire damage you take is reduced by an amount equal to your Constitution modifier (minimum of 1).

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the crumbler is a roaring cannon with smoke coming out of its mouth. In its transformed state, the handle extends, turning the cannon into a highly unstable and destructive maul. As part of this bonus action, you can do the following:

- When transforming the cannon into a maul, you can shoot at your feet, even if the cannon isn't loaded, using the deflagration to propel yourself and jump up to 30 feet in any direction. This jump doesn't cost you any movement.

- When transforming the maul into a cannon, you can reload the cannon and retain its unstable force. If you load it in this way, the next time you hit with an attack with the cannon attack on your turn, it will push you back 30 feet in a straight line.

Untransformed. The *unstable crumbler* heats up cannonballs, transforming them into infernal ammunition. Whenever you roll a 15 or higher on the d20 when making an attack roll with this weapon, the cannonball becomes overheated and explodes on impact. When the cannonball explodes in this way, it is considered an explosive cannonball.

Transformed. Whenever you roll a 18 or higher on the d20 while making an attack roll with this weapon, the maul's head detonates, causing an effect that acts as the *fireball* spell (DC 15) centered on the target. If you succeed on this saving throw, you take no damage.

Roman Kuzmin

Awakened Abyss Warden's Axeblade

Trick weapon (longsword, battleaxe), very rare

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon by sliding the pommel up and down on the blade. In its untransformed state, the *abyss warden's axeblade* is a longsword. In its transformed state, the weapon becomes a battleaxe. As part of this bonus action, you can slam the weapon down, emitting a wave of radiance centered on you. Each creature within 5 feet of you must succeed on a DC 17 Constitution saving throw or take 1d6 radiant damage.

Both forms of the weapon deal an extra 1d6 radiant damage on a hit. This damage increases to 2d6 for the longsword against Medium or smaller aberrations and to 2d6 for the battleaxe against Large or larger aberrations.

Untransformed. When you hit a creature with an attack using this longsword, you can cause another creature of your choice within 5 feet of it to take radiant damage equal to 1d6 + your Strength modifier (minimum of 1).

Transformed. When you hit a creature with an attack using this battleaxe, it must succeed on a DC 17 Constitution saving throw or have disadvantage on attack rolls made against creatures other than you until the end of its next turn.

Calamitous Crumbler

Trick weapon (cannon, maul), very rare (requires attunement)

The *calamitous crumbler* is a weapon reserved only for the most disciplined of hunters, due to its incredible potential for destruction. Some have used it to incinerate cultist headquarters and blow gigantic aberrations to smithereens. If turned back against its creators, the effect would be catastrophic.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Trick Weapon. While holding this weapon, your attacks and spells deal double damage to structures, and you have resistance to fire damage. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the crumbler is a roaring cannon with smoke coming out of its mouth. In its transformed state, the handle extends, turning the cannon into a highly unstable and destructive maul. As part of this bonus action, you can do the following:

- When transforming the cannon into a maul, you can shoot at your feet, even if the cannon isn't loaded, using the deflagration to propel yourself and jump up to 30 feet in any direction. This jump doesn't cost you any movement.

- When transforming the maul into a cannon, you can reload the cannon and retain its unstable force. If you load it in this way, the next time you hit with an attack with the cannon on your turn will push you back 30 feet in a straight line.

Ryan Bittner

Untransformed. The *calamitous crumbler* heats up cannonballs, transforming them into infernal ammunition. Whenever you roll a 10 or higher on the d20 when making an attack roll with this weapon, the cannonball becomes overheated and explodes on impact. When the cannonball explodes in this way, it is considered an explosive cannonball.

Transformed. Whenever you roll a 15 or higher on the d20 while making an attack roll with this weapon, the maul's head detonates, causing an effect that acts as the *fireball* spell (DC 17) centered on the target. You have a +5 bonus to this saving throw, and if you succeed on this saving throw, you take no damage.

Caldera

Trick weapon (battleaxe, pistol), very rare (requires attunement)

The *Caldera* is an intimidating weapon. In its battleaxe form, it is crowned with a black-hole-like orb that bubbles menacingly with molten metal. This churning crucible holds the devastating axe together and serves as a searing ammunition barrel in the weapon's pistol form.

When you attune to the Caldera, the metallic crucible at its apex ignites, constantly simmering with superheated lead. You have a +1 bonus to attack and damage rolls made with this magic weapon.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. Each time you transform the weapon, you take 1d4 fire damage as the liquid-fire reservoir that serves as a material catalyst surges with thermal energy.

In its untransformed state, the Caldera is a battleaxe that can devour its haft to reform into a pair of pistols, each holding half of the crucible. In its transformed state, the weapon is two pistols that can be slammed together to reform the crucible, alongside the rest of the battleaxe.

When you transform this weapon into pistols, the crucible refills each of the barrels with 6 lead bullets (12 total), filling up one pistol fully, then the other. When you switch to the untransformed state of the weapon, any unfired lead bullets are re-added to the boiling metal. The boiling metal can contain up to 60 lead bullets, and the weapon can't transform unless it contains at least 7 lead bullets. As an action, you can feed the crucible in either state by throwing lead bullets in it or by adding a cannonball, which counts as 30 bullets.

Roman Kuzmin

Untransformed. When you hit with this battleaxe, you can expend 3 lead bullets from the boiling metal to cover the target in molten lead. The target takes an extra 1d6 fire damage, and it takes that damage again at the start of each of its turns unless it rolls on the floor (prone) or uses a bonus action to wipe off the lead.

Transformed. You pull out two fiery pistols from the molten metal. When you attack with them, you can use your Strength modifier, instead of Dexterity, for the attack and damage rolls. These pistols are each loaded to full capacity, if there are enough lead bullets in the boiling metal.

When you use the Fan Fire property of these pistols, the cumulative penalty per bullet fired is -2 instead of -3, and the pistol deals fire damage instead of piercing damage. In addition, if you roll a 1, the gun doesn't jam, and you instead take 1d6 fire damage.

Bullet Hell. As an action, if both pistols are fully loaded, you can fire both of them in rapid succession, emptying all 12 bullets. Make 6 ranged attacks with the pistols, each dealing 1d6 piercing damage and 1d6 fire damage on a hit. Each attack after the first suffers a cumulative -2 penalty to the attack roll. You cannot add any modifier to the damage roll of these attacks beyond the first—such as the bonus from your Dexterity modifier or the Sharp-Shooter feat—apart from this weapon's bonus to damage rolls. The weapon then reverts to its untransformed state.

Right: Ryan Bittner; Left: Roman Kuzmin

Épée Sanguine

Trick weapon (longsword, greatsword), very rare (requires attunement)

This sword, formed of coagulated blood, is a dark red, nearly black color. It is warm to the touch and emits a vigorous pulse. According to legend, the blade has a will of its own and grows stronger by consuming the blood of its victims. The sword may even make its master immortal, but at a heavy cost.

You gain a +1 bonus to attack and damage rolls made with this magic weapon, which deals an extra 1d8 necrotic damage on a hit.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the blade is a vile longsword glowing with echoes of blood. In its transformed state, the weapon is a greatsword with an even more nefarious aspect.

To transform this weapon, you must feed it blood. Each time you deal damage with this weapon to a creature that possesses blood, the épée gains 1 charge. The épée can hold up to 4 charges. Each charge lasts for 1 minute or until it is consumed. If this weapon has 1 or more charges, you can use your bonus action to transform it.

Untransformed. You gain a 1d4 bonus to attack rolls you make with this weapon against creatures that have more than half their hit points.

Transformed. You gain a 1d4 bonus to attack rolls you make with this weapon against creatures that are bloodied (half of its hit points or fewer). In this form, the *épée sanguine* consumes 1 charge at the end of each of your turns, unless you've expended 1 or more charges that turn. It reverts back to its untransformed state if it loses all charges.

When you hit a creature with an attack using the épée, you can expend 1 or more charges to unleash the blood accumulated in the blade:

- **1 Charge.** You heal a number of hit points equal to the necrotic damage you dealt.
- **2 Charges.** You deal an extra 1d8 necrotic damage and heal a number of hit points equal to the necrotic damage you dealt.
- **3 Charges.** The target becomes bound in blood and must make a DC 14 Dexterity saving throw. On a failed save, it takes 2d6 necrotic damage and is restrained until the start of your next turn. On a successful save, it takes half as much damage and isn't restrained.
- **4 Charges.** Blood covers the creature's face and chokes it. The creature must make a DC 14 Dexterity saving throw. On a failed save, it takes 2d10 necrotic damage and is stunned until the start of your next turn. On a successful save, it takes half as much damage and isn't stunned.

Ryan Bittner

Épée Solaire

Trick weapon (greatsword, shortsword), very rare (requires attunement)

> *The splendor of the Radiant One is akin to the radiance of a thousand suns bursting in the sky all at once.*

While attuned to this weapon, you gain the following benefits:

- You are proficient with greatswords and shortswords.
- You gain a +1 bonus to attack and damage rolls made with this magic weapon, which deals an extra 1d4 radiant damage on a hit. When you hit an aberration or undead with it, the extra radiant damage increases to 2d4.

The weapon's blade emits bright light in a 10-foot radius and dim light for an additional 10 feet. You can summon or extinguish the light at will (no action required). This weapon has the Deflective Light property.

Deflective Light. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to cause a burst of sunlight to flare before the attacker, imposing disadvantage on the attack roll and transforming the weapon. An attacker that can't be blinded is immune to this property. This property can be used three times, regaining all expended uses daily at dawn.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the blade is a metallic greatsword glowing with light. In its transformed state, the weapon is two shortswords emitting the same glow.

Untransformed. While wielding this greatsword, your reflexes are enhanced. You gain a +1 bonus to Strength, Dexterity, and Constitution saving throws.

Transformed. When you engage in two-weapon fighting with these shortswords, you can add your ability modifier to the damage of the second attack. In addition, this weapon gains the Brightburn property.

Brightburn. Once on each of your turns when you hit a creature two times with these shortswords, the accumulated solar energy singes them. The target must make a DC 13 Constitution saving throw, taking 2d8 radiant damage on a failed save, or half as much damage on a successful one.

Ryan Bittner

Ethereal Moongold Equalizer

Trick weapon (flintlock, rifle), very rare (requires attunement)

This weapon, crafted with moongold, gives you a 1d4 bonus to damage rolls against nonhumanoid creatures. Moongold acts as a guiding light in the darkness; creatures holding or wearing moongold have advantage on saving throws against being frightened and madness.

Attunement. This weapon has 5 charges and regains them daily at midnight. While attuned to this weapon, you can expend a charge to turn ephemeral, granting you the ability to walk through objects and creatures as if they were difficult terrain until the end of your turn. If you end your turn inside an object or creature, you are immediately shunted to the nearest unoccupied space and take force damage equal to twice the number of feet you are moved.

Trick Weapon. As a bonus action, you can magically melt the moongold before solidifying it, switching between the transformed and untransformed states of this weapon. In its untransformed state, the equalizer is a flintlock. In its transformed state, the weapon is an ornate, two-handed weapon; a rifle.

Untransformed. This flintlock has the Barrel 2 (F) property. In addition, being within 5 feet of a hostile creature or targeting a prone creature doesn't impose disadvantage on your ranged attack rolls with this flintlock.

Transformed. When you attack with this weapon, you can choose to replace your attack with a particularly violent shot. Make a ranged weapon attack and expend up to 5 charges. On a hit, the target takes the weapon's damage plus an extra 2d8 piercing damage + an extra 1d8 radiant damage for each charge expended. If you expended more than 2 charges for the attack, the target is also blinded until the end of its next turn. Hit or miss, this causes the weapon to partially liquefy and turn back into its untransformed state; it can’t be transformed again until the end of your next turn.

You can use this attack only if you haven't moved during this turn, and after you use this attack, your speed is 0 until the end of your turn.

Roman Kuzmin

Faux Lunaire

Trick weapon (scythe, longbow), very rare (requires attunement)

> *The Faux Lunaire is a weapon of mystery and celestial majesty, echoing the moon in its transformations. The creators of this weapon are the lunar wardens, who have to fight creatures that are far beyond mere beasts.*

If you cast the *light* cantrip targeting this weapon, the carved runes activate. For the duration of the spell, as long as you hold the weapon, your Wisdom score increases by 2, to a maximum of 20, and you can see normally in darkness, both magical and nonmagical, to a distance of 60 feet.

Trick weapon. The *Faux Lunaire* is a wickedly curved scythe crafted from an arcane alloy and engraved with lunar imagery and celestial runes. With a swift, spinning motion, the limbs of the blade and shaft of the scythe fold in and rotate around the grip, locking into place to form an ornate longbow. As a bonus action, you can switch between the transformed and untransformed states of this weapon. As part of the bonus action, you can also magically teleport up to 10 feet to an unoccupied space that you can see. In its untransformed state, this weapon is a scythe. In its transformed state, it's a longbow.

Untransformed. Once on each of your turns when you damage a creature with this weapon, you can force it to make a DC 17 Dexterity saving throw, becoming affected by the *faerie fire* spell on a failure. You do not need to concentrate on this spell, but it ends early if you put another creature under the effect of the spell, or if you fall unconscious.

Transformed. In its transformed state, the *Faux Lunaire* has 2 charges. When you attack a creature with this bow, you can expend 1 charge to cast one of the following spells (save DC 17) from it (no action required): *moonbeam* or *darkness*. The spell is centered on the creature's space and lasts until the end of your next turn. You do not need to concentrate on it, and you can only have one of these spells active at a time. If your attack misses, you expend the charge but the effect fails. The *Faux Lunaire* regains 1 expended charge each time it is targeted by the *light* cantrip.

Ryan Bittner

Galvanized Claw

Trick weapon, very rare (requires attunement)

Ripping the flesh of the beasts they slay to fashion ferocious weapons is something hunters have gotten remarkably good at over the course of their hunts.

While attuned to this weapon, you have resistance to lightning and thunder damage.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the claw is a sinewy leather gauntlet, made from the muscle and hide of a galvanized prowler. In its transformed state, the claw surges with electrical energy, merging with its wearer's forearm and turning into a monstrous claw.

Untransformed. The bestial hide invigorates you, giving you the lightning fast reflexes of the galvanized prowler slaughtered to make this gauntlet; you have advantage on initiative rolls. In addition, this gauntlet feeds off of your power. If you have temporary hit points when you hit with a melee attack, you deal an extra 1d6 lightning damage.

The gauntlet has 3 charges and regains all expended charges daily at dawn. When you take lighting or thunder damage, you can use your reaction to expend 1 charge to instead take no damage and gain a number of temporary hit points equal to the damage you would have taken.

Transformed. The gauntlet merges with your form, turning your hand into an aberrant claw that you cannot be disarmed of. This claw changes the damage of your unarmed strikes to 1d8, the damage type to slashing, and you can use your Dexterity or Strength modifier for the attack and damage rolls made with it. Further, you gain a +1 bonus to attack and damage rolls made with it.

When you use the Attack action with this claw, you can make one attack with it as a bonus action. In addition, if you have temporary hit points, when you hit with a melee attack using this claw, you deal an extra 1d8 lightning damage.

The claw is too unwieldy to use for delicate handling, such as activating intricate mechanisms (like the trigger of a firearm) or picking locks with thieves' tools.

Roman Kuzmin

Improved Guillotine Shears

Trick weapon (shortsword & longsword, shears), very rare

You have a +2 to attack and damage rolls made with both forms of this weapon.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the guillotine is two one-handed weapons—a longsword and a shortsword. In its transformed state, the weapon is a single one-handed weapon—shears. As part of this bonus action, you can do the following:

- When transforming the swords into shears: you can make a single melee weapon attack with the shears. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative, and you can't use the Guillotine property on this attack.

- When transforming the shears into swords: you can slide the longsword forward as part of dismounting it, making a single melee weapon attack with it. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If you have the Two-Weapon Fighting Style, you can ignore this limitation.

Untransformed. While wielding both swords, the longsword is considered light. The shortsword deals your choice of slashing or piercing damage. Whenever you damage a creature with both swords on the same turn, it takes extra slashing damage equal to your choice of either your Strength or Dexterity modifier (minimum of 1).

Transformed. The shears are a one-handed martial weapon that deals 1d12 slashing damage on a hit and scores a critical hit on a 19 or 20. In addition, it has the Guillotine property.

Guillotine. Immediately after hitting a target with the shears, if you have a free hand, you can use your reaction to pull the lever, snapping the blades together and dealing an extra 1d12 slashing damage to the target. If the triggering attack was a critical hit, you deal an extra 3d12 slashing damage. If this attack deals more than one quarter of a creature's hit point maximum, you also chop off one the creature's limbs (anything but the head) at the GM's discretion. If this attack reduces a creature to 0 hit points, it is decapitated.

Roman Kuzmin

Improved Phantom Limb

Trick weapon (unarmed, shortsword), very rare (requires attunement)

Attunement. When you attune to this item, the cold, lifeless hand merges with your flesh and either replaces a missing arm or consumes one of your existing arms (your choice when you attune to this weapon). An arm consumed in this way does not reappear when you unattune from the item.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the *phantom limb* is a metallic, articulating hand. In its transformed state, the weapon is a shortsword.

Untransformed. Unarmed strikes you make with the *phantom limb* deal magical bludgeoning damage. If a creature damaged by your unarmed strikes has an ability that would allow it to walk through objects and creatures (such as a ghost's incorporeal movement), it loses that ability until the start of your next turn. In addition, the limb reacts to deflect incoming blows, granting you a +2 bonus to AC.

Transformed. You gain a +2 bonus to attack and damage rolls made with this shortsword, which gains the Haunting Mark property. While the weapon is in this form, you can't be possessed.

Haunting Mark. Whenever you hit an undead creature with an attack using this blade then, for the next minute, you can see its form as a glowing outline, even if it is invisible, and you always know the direction and distance to the creature while it is on the same plane as you. This effect ends early if you hit a different undead creature with an attack using this blade, or if the *phantom limb* is no longer in its transformed state.

Roman Kuzmin

Improved Ravenous Gazer

Trick weapon (glaive), very rare (requires attunement)

Any creature that attunes to this glaive is considered proficient with it. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the gazer is a glaive. In its transformed state, the gazer is a glaive which can be used as a spellcasting focus.

To transform this weapon, you must feed it your blood: each time you shift this weapon into its transformed state, or start your turn with the glaive in its transformed state, you take 1d4 necrotic damage, which cannot be reduced in any way. This damage cannot break your concentration.

Untransformed. While the glaive is in its untransformed state, you can use your spellcasting ability modifier in place of your Strength modifier when making attack rolls using the glaive.

Transformed. While the glaive is in its transformed state, it grants you a +2 bonus to spell attack rolls, increases your spell save DC by 1, and gives you truesight out to 30 feet. Further, while you aren't incapacitated, you have advantage on Strength and Dexterity saving throws against effects that you can see.

*The **ravenous gazer** can be turned into its improved version by feeding it enough blood from aberrations.*

Roman Kuzmin

Maiden's Osteosymbiosis

Trick weapon (special), very rare (requires attunement)

Head and spine severed from a Cloistered Maiden, the first wielder of this accursed weapon was considered insane, even amongst madmen—after all, the difference between genius and stupidity is that genius has its limits. To control the osteosymbiosis, one must fuse their arm to the bony corpse of an abomination of nature and pray that the gods won't punish this crime against creation.

Attunement. When you attune to this item, the warm, still moving spine merges with the bones in your arm and replaces them. Bones consumed in this way do not reappear when you unattune from the item.

You gain a +2 bonus to attack rolls and damage rolls made with this magic weapon, and it has the Bone Explosion property.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the osteosymbiosis is embedded in your flesh, with spikes protruding from your knuckles, changing your unarmed strikes. In its transformed state, it generates a weapon made of bones. When it transforms, roll a d8 to determine the weapon's type, according to the table below. You are proficient with all the forms of this weapon.

D8	WEAPON
1	Battleaxe
2	Maul
3	Lance
4	Longsword
5	Rapier
6	Flail
7	Whip
8	Pike

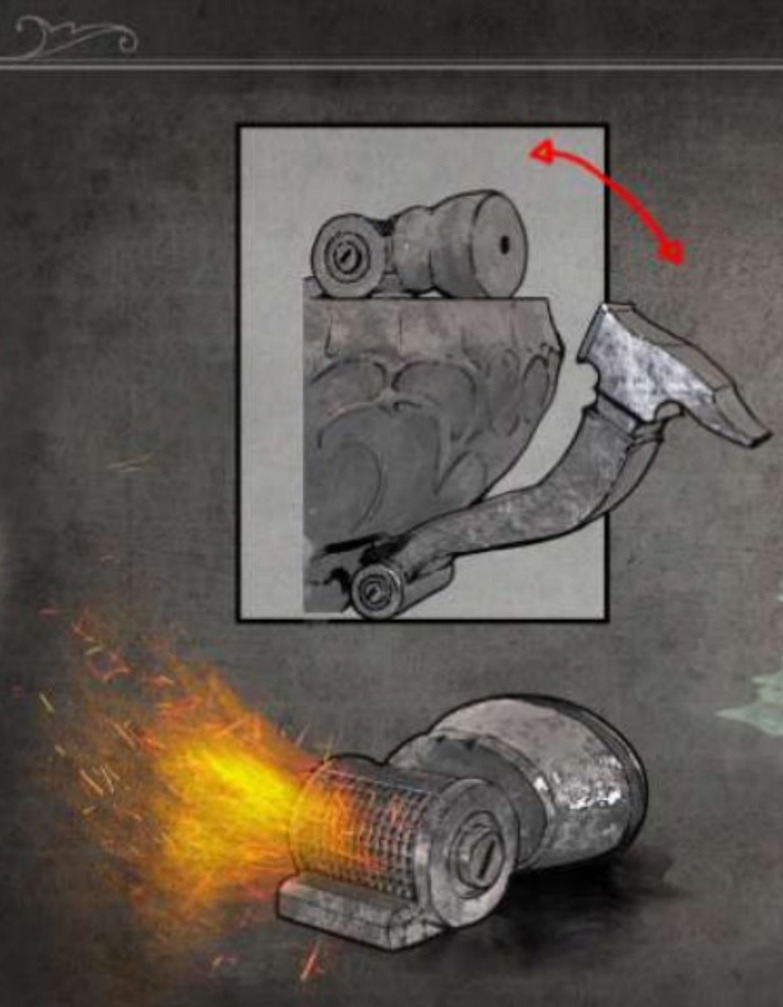
Untransformed. Your unarmed attacks deal an extra 1d8 piercing damage. Once on each of your turns when you hit a target with an unarmed strike, you can rupture the bone spikes that grow from your hands, leaving them embedded in your prey. You deal an extra 1d4 piercing damage to your target and it gains 1 bone shard. Your bone protrusions regrow immediately.

Transformed. Your attacks with this weapon deal an extra 1d4 slashing damage and score critical hits on a roll of 19 or 20. Further, the osseous nature of this armament renders it frail. If you score a critical hit against a creature, the weapon breaks upon the target's flesh, dealing an extra 4d4 piercing damage, and the target gains 4 bone shards. The weapon then reverts to its untransformed state.

Bone Explosion. As a bonus action, you can detonate all the bone shards embedded in one of your prey. If the target is dead, the shards fail to detonate. Each creature other than you within 15 feet of the target must make a DC 15 Dexterity saving throw. On a failure, a creature takes 1d4 piercing damage for each bone shard that detonated. On a success, it takes half as much damage. The bone shards shatter into dust and disappear. A creature with more than 2 bone shards embedded in its body has disadvantage on this saving throw.

Maiden's Curse: While attuned to this weapon, when a Blood Moon of Rebirth rises, the maiden's curse awakens and spreads to its owner. You must make a Wisdom saving throw against the Madness DC of the moon. If your character has a womb—or has ever had a womb in their body—on a failure, the weapon merges with you completely and you turn into a Cloistered Maiden under the GM's control. If you never had a womb, on a failure, instead of transforming, you die.

Caio Santos



Form 1

Form 2

Orphan's Cradle

Trick weapon (morning star), very rare (requires attunement)

'The Orphan's Tear is a flower that holds sway in Carmella's heart. Engaging in a symbiotic rapport with the sanctified metal that surrounds it, the noxious bloom possesses near-flawless regenerative abilities. Moreover, the flowers exude a cloying fragrance, simultaneously repelling ravenous beasts and the cold touch of death. When set alight, the Orphan's Tear can serve as a very durable fuel, only to restore itself in a cycle of rebirth once the flames have been extinguished. Some say that this very capacity to elude the grasp of death is the force that set Carmella upon her unique destiny.'

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In both states, the weapon is a morningstar with the reach property.

Untransformed. The flowers growing in the cradle exude a sickly sweet scent that calms the mind of men and chases away nightmares. Humanoids within 10 feet of the cradle have advantage on saving throws against the charmed and frightened condition. In addition, the cradle has the Vile Miasma and Cleansing Miasma properties.

Vile Miasma. When you hit a beast or an undead with *orphan's cradle*, the target must succeed on a DC 16 Constitution saving throw or become poisoned for 1 minute, even if the target is immune to the poisoned condition. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Vile Miasma for the next 24 hours.

Cleansing Miasma. As an action, you can cleanse one humanoid you can see within 10 feet of you. It gains 1d12 temporary hit points and can end one of the following conditions: charmed, frightened, or poisoned. Once a creature has benefited from this property, it can't benefit from it again for 1 hour.

Transformed. When transformed, the cradle's plants ignite, and it deals an extra 2d6 fire damage on a hit. In addition, the weapon gains the Fanned Flames and Withering Flames properties.

Fanned Flames. As an action you can rotate the cradle wildly around you, fanning the flames. Each creature in a 20-foot cone in front of you must make a DC 16 Dexterity saving throw, taking 3d6 fire damage and 3d6 poison damage on a failed save, or half as much damage on a successful one. Beasts and undead have disadvantage on this saving throw. After using this property, *orphan's cradle* reverts to its untransformed state and can't be transformed again for 1d4-1 rounds.

Withering Flames. When you hit a beast or an undead with orphan's cradle, you can force the target to make a DC 16 Constitution saving throw. On a failure, the target becomes vulnerable to your choice of one of the following damage types until the start of its next turn: acid, cold, fire, lightning, poison, or radiant. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the cradle's Withering Flames for the next 24 hours.

Wes Fraser

Phantasmal Executioner

Trick weapon (scythe, maul), very rare (requires attunement)

> *'The blade harvests the souls of the depraved and the blasphemous.*
>
> *The lantern collects and gives them purpose anew.*
>
> *Let the screams of these accursed spirits rend the flesh of the unholy.'*

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the executioner is a scythe and a lantern. In its transformed state, weapon is a single massive maul.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Untransformed. When you hit a creature with the scythe, as part of the same attack, you can choose another creature within 5 feet of the original target and within your reach to attack. If the original attack roll would hit the second creature, it takes damage equal to your initial hit. If you do so, your speed is halved until the end of your turn. In addition, the executioner has the Harvest property.

Harvest. Whenever a creature of CR 1 or higher (or 1st level or higher) dies within 15 feet of you, the lantern harvests the creature's soul. The soul becomes trapped in the lantern and the creature cannot be resurrected until the soul is freed. As an action, you can free a soul trapped in the lantern. The lantern can hold a maximum of three souls.

Transformed. The maul gains the Soul Explosion and Undying Light properties.

Soul Explosion. When you hit a creature with this weapon, you can sacrifice one of the souls held in the lantern to create a massive explosion of ghostflame, permanently destroying the soul. Each creature of your choice within 15 feet of you must make a DC 16 Dexterity saving throw, taking 3d8 radiant damage and 3d8 necrotic damage on a failed save, or half as much damage on a successful one. Undead automatically fail the saving throw.

Undying Light. If the lantern is holding at least one soul, the maul sheds bright light in a 10-foot radius and dim light for an additional 20 feet. Each creature of your choice that enters the bright light for the first time on a turn or start its turn there must make a DC 16 Wisdom saving throw. On a failed save, it has disadvantage on any attack roll that isn't against you until the start of its next turn. Undead automatically fail the saving throw.

Roman Kuzmin

Revelations

Trick weapon (cleaver, whip), very rare (requires attunement by a creature with a Strength of 15 or higher)

Made of an unknown metal that mixes blood and steel, this ghastly sword is studded with dozens of eyes from various creatures that stare hungrily at all who are confronted with it. Only a competent hunter can wield a weapon of such weight, but armed with it, they will never lose sight of their prey and will never be caught in an ambush. Such a dangerous weapon should only be used with the utmost caution.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While attuned to it, your sight improves as your vision starts echoing with that of the blade. While holding *revelations*, you gain the following benefits:

- You can't be surprised
- Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.
- You are immune to being blinded, as the sword absorbs the effect and closes two of its eyes instead, before regrowing them.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the weapon is a cleaver studded with eyeballs. In its transformed state, the weapon is a whip composed of metal shards held together by a sinew of blood and flesh.

Untransformed. When you hit a creature with this cleaver, you curse them for the next hour. For the duration, you gain a +1 bonus to damage rolls made with the weapon against the target, any attack roll you make with the weapon against the cursed target is a critical hit on a roll of 19 or 20 on the d20, and you have advantage on any Perception or Survival check you make to find the target. The curse ends early if you transform the weapon or if you fall unconscious.

Transformed. This whip deals 1d6 slashing damage on a hit, has the versatile (1d6/1d8) property, but does not have the finesse property. Once on each of your turns when you hit a creature with this weapon, you can attempt to crush them under the weight of the whip. The target must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Strength modifier) or take 1d6 slashing damage and be knocked prone.

Curse: Devour Sight. While attuned to this weapon, your sight deteriorates rapidly. For each five days that pass, you gain a permanent -1 penalty to all Perception checks made using your sight. When this penalty reaches -5, your eyes rot and melt out, leaving you permanently blinded as two new eyes appear on the blade.

The sword's curse is insidious: while you remain attuned to the weapon, you do not suffer the penalty to your Perception checks, and you do not realize that your sight is worsening. The blade's influence makes you perceive the world in a clearer light. Demidritches are immune to this curse.

Roman Kuzmin

Prophecy

Trick weapon (cleaver, whip), artifact (requires attunement by a creature with a Strength of 15 or higher)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. While attuned to it, your sight improves as your vision starts echoing with that of the blade. While holding *prophecy*, you gain the following benefits:

- You can't be surprised.
- Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.
- You are immune to being blinded, as the sword absorbs the effect and closes two of its eyes instead, before regrowing them.
- You have truesight out to 30 feet.
- You can cast the *arcane eye* spell at will, requiring no material components and using *prophecy* as your spellcasting focus. When cast in this way, the magical eye also has truesight out to 30 feet.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the weapon is a cleaver studded with eyeballs. In its transformed state, the weapon is a whip composed of metal shards held together by a sinew of blood and flesh.

Untransformed. When you hit a creature with this cleaver, you curse them for the next hour. For the duration, you gain a +2 bonus to damage rolls made with the weapon against the target, any attack roll you make with the weapon against the cursed target is a critical hit on a roll of 18, 19, or 20 on the d20, and you have advantage on any Perception or Survival check you make to find the target. The curse ends early if you transform the weapon or if you fall unconscious.

Transformed. This whip deals 1d6 slashing damage on a hit, has the versatile (1d6/1d8) property, but does not have the finesse property. Once on each of your turns when you hit a creature with this weapon, you can attempt
to crush them under the weight of the whip. The target must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Strength modifier) or take 3d6 slashing damage and be knocked prone and restrained.

Curse: All Devouring Sight. While attuned to this weapon, your sight deteriorates rapidly. For each five days that pass, you gain a permanent -1 penalty to all Perception checks made using your sight. When this penalty reaches -5, your eyes rot and melt out, leaving you permanently blinded as two new eyes appear on the blade. However when you kill a creature of a CR equal to your level or greater, if the creature had eyes, your curse's penalty regresses by 1 (e.g., from -2 penalty to -1) to a minimum of 0.

The sword's curse is insidious: while you remain attuned to the weapon, you do not suffer the penalty to your Perception checks, and you do not realize that your sight is worsening. The blade's influence makes you perceive the world in a clearer light. Demidritches are immune to this curse.

Roman Kuzmin

Python Bladewhip

Trick weapon (whip, rapier), very rare (requires attunement)

You have a +2 to attack and damage rolls made with both forms of this weapon.

Attunement. When you attune to this weapon, the cold, lifeless snake wraps around your forearm and bites your flesh, burying its head beneath it and inflicting 1d4 piercing damage. While attuned, you cannot be disarmed of this magical weapon. Ending the attunement causes the head to retract and the item to fall to the ground.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the bladewhip is a metallic whip. In its transformed state, the weapon solidifies by coagulating your blood to form a rapier.

Untransformed. Attacks you make with the *python bladewhip* add an additional 5 feet to your reach, as well as when determining your reach for opportunity attacks with it. In addition, if you hit a creature twice in a turn with this weapon, the whip's devouring hunger awakens and tears out more of its flesh, dealing an extra 4d4 slashing damage, and at the start of the target's next turn, it takes an extra 2d4 slashing damage.

Transformed. While transformed, you take 1 piercing damage at the start of each of your turns as the blade drains your blood to empower itself. In addition, you gain immunity to the poisoned condition and to curses from spells (such as from *bestow curse*). This rapier gains the Fireblood Poison property and is considered silvered.

Fireblood Poison. Once on each of your turns when you hit a creature with an attack using this blade, you can coat the wound with poison and the target must make a DC 16 Constitution saving throw. On a failure, it is poisoned for the next minute as its innards start to boil. This can affect creatures immune to the poisoned condition. While poisoned in this way, the creature takes 3d6 fire damage at the start of each of its turns. This damage ignores resistance to fire damage.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the blade's Fireblood Poison for the next 24 hours.

Roman Kuzmin

Roaring Scionic Armament

Roaring scionic weapons are the pinnacle of scionic technology, requiring hefty ressources to produce even one of them. They all require attunement. When attuning to such a weapon, a creature takes 5d8 lightning damage.

Melee Weapons

Any melee weapon, very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon, which deals an extra 2d6 lightning damage on a hit. This weapon has the Explosive Retreat and Galvanic Engage properties.

Explosive Retreat. When you hit a creature with this weapon, you can choose to detonate the creature. The creature must make a DC 16 Dexterity saving throw, taking 4d8 lightning damage on a failed save, or half as much damage on a successful one. The detonation pushes you 10 feet away from the creature. Once used, this property can't be used again until the next dawn.

Galvanic Engage. On your first turn in combat, you can use your bonus action to move up to half your speed towards an enemy creature. If you end this movement within 5 feet of an enemy, your next weapon attack releases explosive energy, dealing an extra 4d8 lightning damage. Once used, this property can't be used again until the next dawn.

Ranged Weapons

Any ranged weapon, very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you make attacks using this weapon, you fire electricity generated from the armament and can ignore the ammunition, barrel, or reload property of the weapon, dealing lightning damage instead of the weapon's normal damage. This weapon has the Guiding Fury and Lightning Surge properties.

Guiding Fury. While holding this weapon, you can unleash the rage held within its bones to make a ranged weapon attack with advantage. On a hit, you deal the weapon's damage and lightning streaks from the target to a different creature of your choice within 30 feet of it. Make a ranged weapon attack against the new target, and on a hit, deal the weapon's damage and the lightning streaks again. A creature can be targeted only once by each use of guiding fury. Once used, this property can't be used again until the next dawn.

Lightning Surge. When you hit a creature with this weapon, your speed increases by 5 feet until the end of your next turn, increasing with each subsequent hit.

Spellcasting Focus

Any spellcasting focus, very rare (requires attunement)

You gain a +2 bonus to spell attack rolls made with this focus and can cast the *shocking grasp* cantrip, using your spellcasting modifier. When you roll a 1 or 2 on a damage die for a spell that deals lightning damage, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. This weapon has the Ionized Conduit and Lighting Harness properties.

Roman Kuzmin

Ionized Conduit. As a bonus action, you can increase the polarity of the focus. For the next minute, creatures you target with spells that deal lightning damage have a -5 penalty to their saving throw against that spell if they are wearing or carrying metal. Once used, this property can't be used again until the next dawn.

Lightning Harness. As a reaction to taking lightning damage, you can harness the energy, granting yourself a 30-foot flying speed for the next minute. You must concentrate on this effect as you would a spell. When the effect ends, you fall if you are still aloft at a rate of 30 feet per round, unless you can stop the fall.

Shard of Moonlight

Trick weapon (longsword, greatsword), artifact (requires attunement)

This weapon is the flesh of a Great One carved away in pain and fashioned into a blade. The *Shard of Moonlight* is the reason the Shattered Moon exists and the Devouring Moon is no more. He who wields the blade is overwhelmed by hope, however misguided it might be...

While attuned to this weapon, you gain the following benefits:

- You are proficient with greatswords and longswords.
- You gain a +3 bonus to attack and damage rolls made with this magic weapon, and the blade deals an extra 1d6 radiant damage on a hit.
- You have advantage on Wisdom saving throws, except those made to resist madness.
- You can use this shard as a spellcasting focus.

Sentience. The *Shard of Moonlight* is a sentient weapon, with the same personality as the Great One whose flesh it was carved from. The weapon sporadically communicates telepathically with its wielder through images and sounds, though it doesn't speak.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the blade is a metallic longsword that absorbs light. In its transformed state, the weapon is a greatsword that pulses with lunar energy. In both states, this weapon has the light property.

Untransformed. The blade seems to guide your strikes. Once on each of your turns when you make an attack with the shard, you can immediately make a second attack (no action required). It has the Void Absorption property.

Roman Kuzmin

Void Absorption. The void that fills the blade is capable of absorbing magic. While holding the untransformed shard, you can use your reaction to absorb a spell that is targeting you, including spells with an area of effect. The absorbed spell's effect is canceled, and the spell's energy—not the spell itself—is stored in the shard in the form of charges. The number of charges gained is equivalent to the level of the spell when it was cast (minimum of 1 for cantrips). The shard can absorb and store up to 10 charges. If the shard doesn't have enough empty charges for a spell, it fails to absorb it. The blade regains all charges each time the moon changes.

Transformed. To transform this blade, you must use a bonus action while under direct moonlight. The transformation lasts for 1 minute, or until you end it early as a bonus action. When it transforms, you can expend the charges stored within the blade, and when the blade loses all charges, the transformation ends. While the blade is transformed, the extra radiant damage it deals on a hit increases from 1d6 to 2d6.

Each time you make an attack in the transformed state, you can expend a number of charges to create special effects:

- ***Revealing Glow.*** As part of making an attack, you can expend 1 charge to empower the shard. On a hit, it deals an extra 1d12 radiant damage, and until the start of your next turn, the target sheds dim light in a 10-foot radius. While affected by the light, attack rolls against the target have advantage if the attacker can see them, and the affected target can't turn invisible.

- ***Transient Moonlight.*** As part of making an attack, you can expend 2 charges to release a wave of moonlight where the shard slashes, creating a 5-foot-wide, 60-foot-long line of moonlight in front of you. A creature in the path of the moonlight must make a DC 18 Constitution saving throw, taking 2d12 radiant damage on a failed save, or half as much damage on a successful one.

- ***Lunar Explosion.*** Instead of making an attack, you can expend 3 charges to raise the shard upward and release a burst of moonlight energy. Each creature within 30 feet of you must make a DC 18 Dexterity saving throw, taking 3d12 radiant damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. If a creature falls prone within 5 feet of you, you can use your reaction to immediately make a melee weapon attack against them with the shard.

Sword of the Radiant Watcher

Trick weapon (longsword), artifact (requires attunement)

The *Sword of the Radiant Watcher* is an ancient weapon, meant to contain two entities bound into eternal hatred. One was a hunter and one was a beast, though no one knows which aspect of the blade they were bound to.

Sentience. This sentient weapon has two distinct personalities, each linked to its corresponding transformed state. The Angelic personality (alignment: lawful good) is protective and nurturing, while the Hateful personality (alignment: chaotic evil) is cunning and ruthless. The weapon has an Intelligence of 14, a Wisdom of 12, and a Charisma of 17. It has hearing and darkvision out to a range of 120 feet. The dominant personality may attempt to influence the wielder's actions, particularly when it comes to matters of morality or strategy. However, the sword cannot force its wielder to act against their will. The sword communicates telepathically with its wielder and can speak, read, and understand Common and Deep Speech.

As a bonus action, you can switch between the transformed and untransformed states of this weapon by letting hatred or hope overwhelm you. In both states, the weapon is a longsword. When the weapon's form changes, so too does its dominant personality.

The two personalities within the *Sword of the Radiant Watcher* are in constant struggle for dominance. When the wielder attempts to switch the weapon's forms, they must exert their force of will to do so, making a DC 16 Charisma saving throw. On a success, the sword changes form, and on a failure, it stubbornly refuses to do so until the start of your next turn, at which point you can attempt to switch the weapon's forms again.

Untransformed: Light Form. The Angelic personality is dominant and the sword deals an extra 1d8 radiant damage on a hit.

Curse of Light. When you hit a creature with this sword, you can bind the target to your light (no action required). For the next minute, you are under the effect of the *sanctuary* spell, but only the bound target must make the saving throw. This effect ends as normal if you take an action that would break it but returns at the start of your next turn.

Retribution of Light. When a target is under the effect of the Curse of Light, as a bonus action, you can bolster up to four creatures of your choice that can hear you within 30 feet for the duration of the curse. While bolstered, they have advantage on their first attack roll against the target each turn, and if the attack hits, it deals extra damage equal to their proficiency bonus of the damage type they dealt. This property of the weapon can be used three times, regaining all expended uses daily at dawn.

Transformed: Shadow Form. The Hateful personality is dominant and the sword deals an extra 1d8 necrotic damage on a hit.

Shadow Chain. When you hit a creature with this sword, you can tether the target to you with a chain of shadowy energy (no action required). While tethered, the creature's speed is reduced by 10 feet, and neither you nor the creature can willingly move or teleport more than 30 feet away from each other. The tether lasts for 1 minute, until you use this property on another creature, if you start your turn more than 30 feet away from the target, or end the tether as a bonus action.

Shadow Consumption. While tethered to a creature with your Shadow Chain, once on each of your turns when you hit the target with this weapon, you can inflict an extra 3d6 necrotic damage and gain temporary hit points equal to the necrotic damage dealt. This property of the weapon can be used three times, regaining all expended uses daily at dawn.

Aborrhant Existence. The sentient entities within the sword are antithetical to each other, and no creature can withstand their presence at once, which is why the blade was sealed in such a way. Once on each of your turns, if both forms of the sword damage the same creature in a single turn, it must succeed on a DC 16 Wisdom saving throw or gain a short-term madness.

In addition, if you deal necrotic damage with the shadow form of sword while the Curse of Light is in effect; or oppositely, if you deal radiant damage with the light form of the sword while the Shadow Chain is in effect, the effect ends and detonates. Each creature within a 10-foot radius of the target must succeed on a DC 16 Constitution saving throw or take 2d6 radiant damage and 2d6 necrotic damage as the antithetical energies resonate and self-destruct. You have advantage on this saving throw.

Ryan Bittner

Thirsting Épée Sanguine

Trick weapon (longsword, greatsword), artifact (requires attunement)

While attuned to this weapon, you gain the following benefits:

- You gain a +3 bonus to attack and damage rolls made with this magic weapon, which deals an extra 1d8 necrotic damage on a hit. When you hit a creature with blood with this weapon, the target takes an extra 1d8 necrotic damage.
- You are immune to poison and necrotic damage and the poisoned condition.
- You know the exact location of any creature with blood within a 30-foot radius, even if they are invisible or on the Ethereal plane.

The weapon has the Lifestealing property.

Lifestealing. In dire situations, the épée grants you the power to take the life of others. If you are reduced to one-quarter of your hit points or fewer, you can immediately use this property (no action required). Until the end of your next turn, whenever you deal damage using this weapon, you regain hit points equal to the damage dealt. Once this property of the weapon has been used, it can't be used again until the next dawn.

Ryan Bittner

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the blade is a vile longsword glowing with echoes of blood. In its transformed state, the weapon is a greatsword with an even more nefarious aspect.

To transform this weapon, you must feed it blood. Each time you deal damage with this weapon to a creature that possesses blood, the épée gains 1 charge. The épée can hold up to 6 charges. Each charge lasts for 1 minute or until it is consumed. If this weapon has 1 or more charges, you can use your bonus action to transform it.

Untransformed. You gain a 1d12 bonus to attack rolls you make with this weapon against creatures that are at their hit point maximum. In addition, the weapon has the Blood Shield property.

Blood Shield. The épée forms a barrier of blood around you with the blood it has absorbed. You gain a +1 bonus to AC for each 2 charges within the épée.

Transformed. You gain a 1d6 bonus to attack rolls you make with this weapon against creatures that are below their hit point maximum. In this form, the *épée sanguine* consumes 1 charge at the end of each of your turns, unless you've expended 1 or more charges that turn. It reverts back to its untransformed state if it loses all charges.

When you hit a creature with an attack using the épée, you can expend 1 or more charges to unleash the blood accumulated in the blade:

- **1 Charge.** You heal a number of hit points equal to the necrotic damage you dealt.
- **2 Charges.** You deal an extra 2d8 necrotic damage and heal a number of hit points equal to the necrotic damage you dealt.
- **3 Charges.** The target becomes bound in blood and must make a DC 18 Dexterity saving throw. On a failed save, it takes 4d6 necrotic damage and is restrained until the start of your next turn. On a successful save, it takes half as much damage and isn't restrained.
- **4 Charges.** Blood covers the creature's face and chokes it. The creature must make a DC 18 Dexterity saving throw. On a failed save, it takes 4d10 necrotic damage and is stunned until the start of your next turn. On a successful save, it takes half as much damage and isn't stunned.

Unbound Épée Solaire

Trick weapon (greatsword, shortsword), artifact (requires attunement)

The method to create the *Épée Solaire* is a tight-lipped secret, involving harnessing the power of the sun, a method that only devout followers of the Radiant One can grasp. As time went on, the sun faded from the skies of Luyarnha, replaced by a never ending night, and so, the creation of this weapon became impossible. This *Épée Solaire* was bathed in the blood of the sun, unleashing its potential.

While attuned to this weapon, you gain the following benefits:

- You are proficient with greatswords and shortswords.
- You gain a +3 bonus to attack and damage rolls made with this magic weapon, which deals an extra 1d8 radiant damage on a hit. When you hit an aberration or undead with it, the extra radiant damage increases to 2d8.
- You have advantage on saving throws against madness.

The weapon's blade emits bright light in a 30-foot radius and dim light for an additional 30 feet. The light is sunlight. You can summon or extinguish the light at will (no action required). Each creature of your choice in the light has resistance to radiant damage. This weapon has the Deflective Light property.

Deflective Light. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to cause a burst of sunlight to flare before the attacker, imposing disadvantage on the attack roll and transforming the weapon. An attacker that can't be blinded is immune to this property.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the blade is a metallic greatsword glowing with light. In its transformed state, the weapon is two shortswords emitting the same glow.

Untransformed. While wielding this greatsword, your senses are pushed to their limit. You gain a +1 bonus to AC and saving throws. In addition, the weapon has the Light of Judgment property.

Light of Judgment. As a bonus action, you can unleash judgment upon the heretics. The blade's light is summoned for the next minute or until you fall unconscious or transform the weapon. You and all hostile creatures within the bright light immediately take 2d8 radiant damage. In addition, for the duration, you deal an extra 2d8 radiant damage whenever you damage a creature with the épée, and radiant damage you deal ignores resistance to radiant damage.

Transformed. When you engage in two-weapon fighting with these shortswords, you can add your ability modifier to the damage of the second attack. In addition, this weapon gains the Sunscorch property.

Sunscorch. Whenever you hit a creature two times in a turn with these shortswords, the accumulated solar energy detonates. Each creature in a 15-foot radius must make a DC 17 Constitution saving throw, taking 3d10 radiant damage on a failed save, or half as much damage on a successful one.

Ryan Bittner

ELDRITCH CARVINGS

"She is the barren desolation of a fallen and failed creation. He is the light of a thousand dying suns. Your existence is nothing but an echo lost in a dying god's howling scream. The unseen converges, surrounds you. And it crushes you like the hand of an oppressive light."

—Account of a survivor of the first seance

The first eldritch rune was gifted upon the believers when their leader bowed before the God Shaped Hole. The apostle's flesh and bones were mangled and twisted, before being buried in the ground in the shape of a word of power. The ritual site has long since been lost and buried, and of the ones that witnessed the miracle, few are alive, and fewer still are sane.

Eldritch carvings, "words of power" as they used to be called, are the transcribed inhuman utterances of the Great Ones.

To be able to inscribe an eldritch carving upon flesh, one must possess a deep understanding of the word, and be able to perfectly replicate it in one's mind. The deeper the understanding, the less destructive the carving for the host.

Due to the high fatality rate of the practice, new methods were devised to extract the power of the carvings, and although less efficient, they are far safer. Carvings can be drawn, for their weakest form and lowest power, tattooed, or scarified—a form that unleashes their full might but presents the highest risk.

Eldritch Carving Limitations

To apply a carving, one must be proficient with leatherworker's tools. Unlike most art, where the artist determines the quality of the art, with eldritch carvings, the canvas—the person getting carved—determines the quality of the work. The canvas must envision the rune in their mind as best they can, causing their body to distort under the eldritch pressure. The carver can then simply apply the necessary tool against the skin and let the eldritch powers move the brush, needle, or knife, depending on whether the eldritch carving is drawn, tattooed or scarified, respectively. This procedure takes 3 hours, and the canvas must make a saving throw at the end.

Drawn. A creature that has a carving drawn on its flesh must succeed on a DC 13 Constitution saving throw. On a failure, it gains a short-term madness, takes 2d10 force damage, and the carving isn't drawn.

Tattooed. A creature that has a carving tattooed on its flesh must succeed on a DC 20 Constitution saving throw. On a failure, it gains a long-term madness, takes 10d10 force damage, and the carving isn't tattooed.

Scarified. A creature that has a carving scarred on its flesh must succeed on a DC 29 Constitution saving throw. On a failure, it gains an indefinite madness, takes 25d10 force damage, and the carving isn't scarified.

Success on the saving throw completes the carving. If the carving procedure is interrupted at any moment before the end, the saving throw automatically fails, inflicting the appropriate damage and madness to the canvas. If the damage of failing an eldritch carving reduces a creature to 0 hit points, its body is instantly disintegrated into a puddle of blood and gore. After the carving is complete, a creature is attuned to it (if required) and gains both the effects of the carving and the effects of its lesser carvings. For example, if an eldritch carving is **Tattooed** on your flesh, you gain the benefits of it being **Tattooed** and also those from it being **Drawn**. To remove a carving, the flesh where the carving is located needs to be thoroughly burnt. Burning a carving also removes attunement to it.

Roman Kuzmin

Some eldritch carvings, denoted as '*requires special attunement*', do not count against your maximum number of attuned items.

The DC of the Constitution saving throw can be increased or decreased, depending on the factors below (to a minimum of 0). Only one of the following can be applied at a time.

- A creature that has seen the original carving and studied it for 8 hours can lower the DC of the saving throw by 15.

- A creature that has seen a perfect copy of original carving and studied it for 8 hours can understand most of the eldritch essence, lowering the DC by 8.

- A creature that has seen a near-perfect copy of the original carving and studied it for 8 hours can lower the DC of the saving throw by 4.

- A creature that has seen an imperfect copy of the carving and studied it for 8 hours is misguided in their approach, and the DC of the saving throw is increased by 5.

Curse of Moon-Blood

Eldritch Carving (drawn: rare, tattooed: very rare, carved: legendary), requires attunement

During the initial days of the scourge, not all the afflicted turned to beasts. Most of them went mad, some unlucky few were devoured, but the hunger of those blood-thirsty enough to consume the flesh of both man and beast irreversibly twisted their soul and body. These cannibals did what they had to in order to survive, but became cursed, turning into the first of the crimson beasts, also known as the Moon-Blooded. The fate of a Moon-Blooded was to die an atrocious death, worthy of the weight of their sins.

Such atrocities wouldn't go unnoticed, and one day all those who contracted this curse were found dead, their mangled corpses half buried within the ground. Who committed such an act? No one knows. In the ensuing days, those privy to the powers of eldritch carvings were quick to notice the pattern amidst the corpses, Martyr Tulio first among them.

This eldritch rune engraved upon one's flesh allows the control of the curse it was created from. The host can shape their blood into weapons and use it to deflect deadly blows. Though powerful, if too much blood is spilled, the ancient curse awakens anew, devouring life and unleashing the terrifying crimson beast of old.

Caio Santos

Drawn

As a bonus action, you unleash the powers held within the carving, transforming into a crimson beast. You take necrotic damage equal to one roll of your hit die, which cannot be reduced in any way, and suffer this damage again for each minute you remain transformed. This transformation ends early if you fall unconscious or end it as a bonus action. The blood you lose shapes itself into one of the following powers:

- **Barbed Tail.** A bloody tail erupts from your lower spine. As part of transforming and on subsequent turns as a bonus action, you can make a melee weapon attack with it. The tail is considered a simple melee weapon you are proficient with, has the finesse and reach properties, and deals 1d8 magical piercing damage on a hit.

- **Razor Claws.** Your hands grow sharp claws that you can climb and kill with. You gain a climbing speed equal to your walking speed, and your unarmed strikes deal an extra 1d6 magical slashing damage.

Tattooed

The carving's power protects your body when the situation is most dire. While attuned to this item, your AC increases by 2 while you are below half your hit point maximum.

Scarified

When you choose to transform into a crimson beast, the powers you gain access to are enhanced, replacing the Drawn powers. Choose one of the following:

- **Blood Wings.** You sprout wings from your back, giving you a flying speed equal to your walking speed.

- **Barbed Tail.** A bloody tail erupts from your lower spine. As part of transforming and on subsequent turns as a bonus action, you can make a melee weapon attack with it. The tail is considered a simple melee weapon you are proficient with, it has the finesse and reach properties, and deals 3d8 magical piercing damage on a hit.

- **Razor Claws.** Your hands grow sharp claws that you can climb and kill with. You gain a climbing speed equal to your movement speed, and your unarmed strikes deal an extra 2d6 magical slashing damage.

In addition, when you are reduced to 0 hit points, you lose control of yourself as your blood takes a life of its own and you go berserk. You regain 1 hit point and gain a number of temporary hit points equal to your hit point maximum. While berserk, you gain all the abilities of your crimson beast transformation and on each of your turns, you attack the nearest creature you can see. If no creature is near enough to move to and attack, you attack an object, with preference for an object smaller than yourself. Once you go berserk, you stay in that state for 1 minute or until you fall unconscious. When it ends, you immediately drop to 0 hit points, are dying, and have 2 failed death saving throws. After you've gone berserk, you lose all the abilities from the eldritch carving for 1 week.

Leaded Blood

Eldritch Carving, (drawn: uncommon, tattooed: rare, carved: very rare), requires special attunement

Though the original carving has been lost to time, the Scions have manufactured enough perfect replicas to make this one of the most widely distributed eldritch carvings, having shared them with the Church and the hunters in an apparent selfless effort to aid against the Scourge. The most recent manikins of the Scions all come with this carving drawn on their porcelain skin, as most cannot handle a deeper eldritch knowledge.

Drawn

You can convert your blood into bullets. As a bonus action, you can sacrifice 3 hit points to generate 3 blood bullets. These bullets function as regular lead bullets. You can only ever have 3 blood bullets present at once; any additional bullets you create immediately liquefy. The bullets last until they're used or until you finish a short or long rest.

Tattooed

You can convert your blood into bullets. As a bonus action, you can sacrifice 3 hit points to generate 5 blood bullets. These bullets function as regular lead bullets. You can only ever have 5 blood bullets present at once; any additional bullets you create immediately liquefy. The bullets last until they're used or until you finish a short or long rest.

Scarified

You can convert your blood into bullets. As a bonus action, you can sacrifice 3 hit points to generate 10 blood bullets or a blood cannonball. These function as their regular counterparts. You can only ever have 10 blood bullets or a blood cannonball present at once; any additional bullets or cannonballs you create immediately liquefy. The bullets last until they're used or until you finish a short or long rest.

Sacrificial Brand

Eldritch Carving, (drawn: common, tattooed: uncommon, scarified: rare), requires special attunement

The carving, notorious among hunters and commonly dubbed the "Brand of Death," is a harbinger of an early demise for those burdened with its curse. Nevertheless, Steinhardt and Martyr Tulio—valiant souls undaunted by fear—etched the eldritch sigil into their own skin willingly. By bearing the ominous symbol, they sought to lure the beasts closer to them during the Hunt, granting their beleaguered brethren moments of respite amidst the chaos.

> *What kind of monster would bring people back to life, only to send carnage their way? I have seen my son resurrected amidst the beasts, barely able to take a step before being slaughtered.*

Left & Right: Caio Santos

Drawn

During the three days of the Blood Moon, all evil-aligned creatures within Luyarnha gain advantage on Perception or Survival checks to locate creatures with this carving.

Tattooed

During the three days of the Blood Moon, all evil-aligned creatures within Luyarnha gain advantage on Perception or Survival checks to locate creatures with this carving. If they are within 120 feet of a creature bearing the carving, they know their exact location and receive a +1 bonus to attack and damage rolls against them.

Scarified

During the three days of the Blood Moon, all evil-aligned creatures within Luyarnha gain advantage on Perception or Survival checks to locate creatures with this carving. If they are within 300 feet of a creature bearing the carving, they know their exact location and receive a 1d4 bonus to attack and damage rolls against them.

In addition, creatures bearing this carving begin to painfully bleed from it when hostile monsters within 300 feet of them are aware of their position. They cannot be surprised for the duration of the Blood Moon.

Lightning Scion

Eldritch Carving (drawn: uncommon, tattooed: rare, scarified: very rare), requires attunement

The Lightning Scion carving was unearthed by a group of arcanists delving into the mysteries of forlorn artifacts. The profound connection between electrical energy and life was unveiled before them, propelling a surge of never-before-seen technological advancements. Thus began the magnificence of the once humble faction that would come to be known as the Scions. The carving embodies the raw power that serves as the bedrock of the Scions, infusing its possessor with the force of lightning. This allows them to traverse and assail with speed beyond mortal perception, or alternatively, employ the electricity to reanimate corpses through careful stimulation of the marrow.

Drawn

You gain resistance to lightning damage.

In addition, as a bonus action, you can teleport up to 20 feet to an unoccupied space you can see. This carving can be used a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Tattooed

The distance you can teleport with this carving increases to 30 feet. After you teleport, your body becomes overcharged with electricity, and the next attack you make before the end of your next turn deals an extra 1d12 lightning damage on a hit.

Scarified

You gain immunity to lightning damage.

The distance you can teleport with this carving increases to 60 feet and the lightning damage increases to 2d12. This carving can be used in this way a number of times equal to 2 + your proficiency bonus, and you regain all expended uses when you finish a long rest.

Additionally, you can use the rampaging electricity that courses through you to cast the *create undead* spell without expending a spell slot or material components. Once you use this carving to cast this spell, you can't do so again until you finish a long rest.

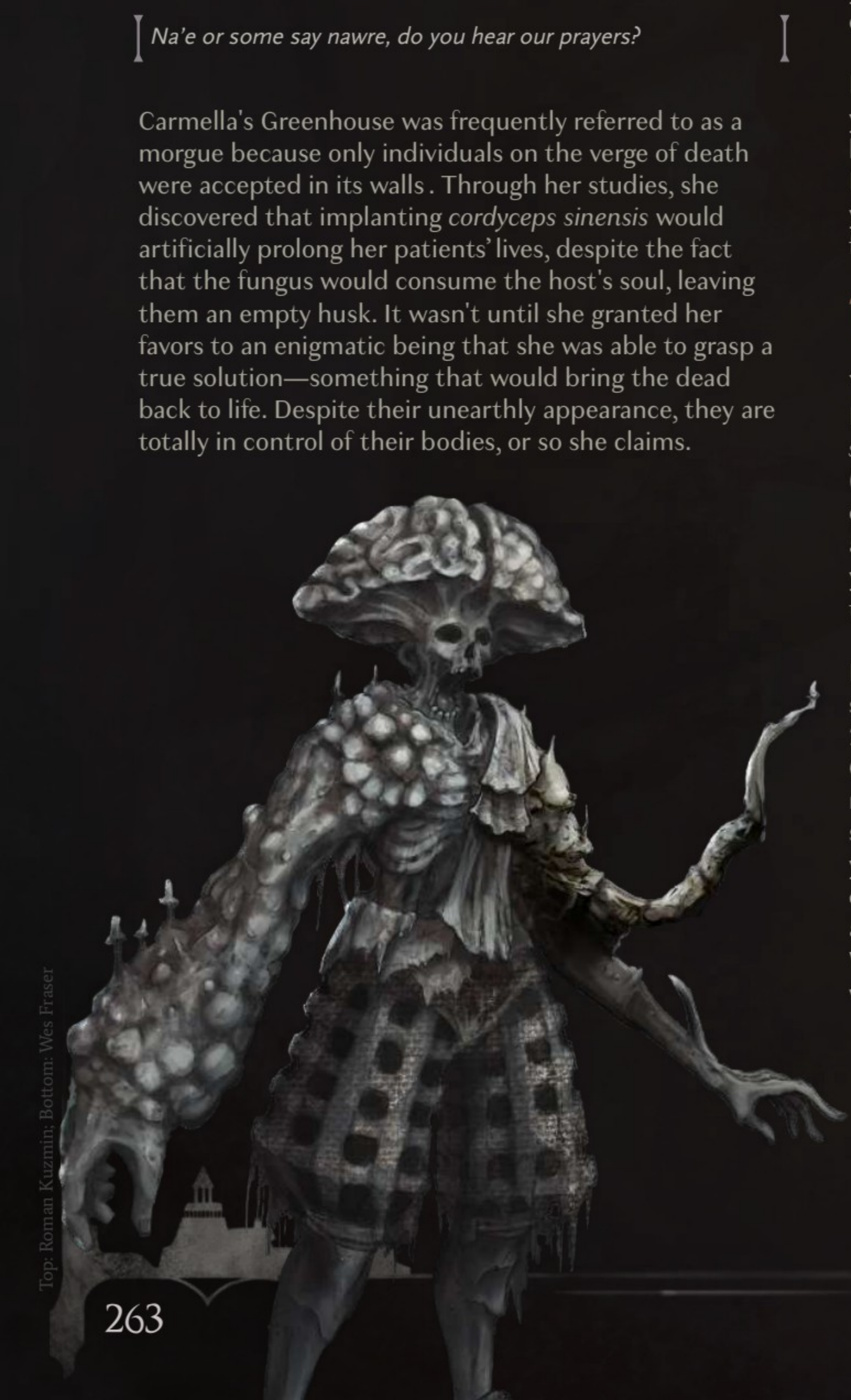
Left: Dark Lord Studios; Right: Adrian Prado

Nawre's Blessing

Eldritch Carving, (drawn: rare, tattooed: very rare, scarified: legendary), requires attunement

Na'e or some say nawre, do you hear our prayers?

Carmella's Greenhouse was frequently referred to as a morgue because only individuals on the verge of death were accepted in its walls . Through her studies, she discovered that implanting *cordyceps sinensis* would artificially prolong her patients' lives, despite the fact that the fungus would consume the host's soul, leaving them an empty husk. It wasn't until she granted her favors to an enigmatic being that she was able to grasp a true solution—something that would bring the dead back to life. Despite their unearthly appearance, they are totally in control of their bodies, or so she claims.



Drawn

You start grasping the depth of the eldritch truth. If your body is not infected with the *cordyceps sinensis*, you gain a 1d4 bonus to any Arcana, Insight, or Religion checks you make.

If your body is infected with the *cordyceps sinensis*, your symbiotic relationship with the fungus begins. You learn 2 warlock cantrips of your choice, using Intelligence, Charisma, or Wisdom (choose one when you first receive this carving) as your spellcasting ability for these spells.

Tattooed

Your mind gazes deep into the revelations of the void. If your body is not infected with the *cordyceps sinensis*, you gain a 1d8 bonus to any Intelligence (Arcana), Wisdom (Insight), or Intelligence (Religion) checks you make. In addition, you gain a 1d4 bonus to all Wisdom, Intelligence and Charisma saving throws you make. This bonus increases to 1d8 on saving throws against madness.

If your body is infected with the *cordyceps sinensis*, your symbiotic relationship with the fungus begins. You learn 2 warlock cantrips of your choice, using Intelligence, Charisma, or Wisdom (choose one when you first receive this carving) as your spellcasting ability for these spells. In addition, you learn a warlock invocation of your choice for which you meet the prerequisites (you can treat invocations that require a certain warlock level as if they instead require a certain character level). When you gain a level, you can replace this invocation with another that you meet the prerequisites for.

Top: Roman Kuzmin; Bottom: Wes Fraser

Right: Carl Hassler

Scarified

You become one with the eldritch truth. You die. If your body is infected with the *cordyceps sinensis*, it wipes this understanding away from your brain, and if you were not dead for longer than 100 years, you come back to life over the course of an hour. The carving closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses that were affecting you when you died. The fungus replaces damaged or missing organs or limbs. The more tissue you were missing, the more fungic your appearance. In addition, you gain the following benefits:

You learn 2 warlock cantrips of your choice, using Intelligence, Charisma, or Wisdom (choose one when you first receive this carving) as your spellcasting ability for these spells. In addition, you learn a warlock invocation of your choice for which you meet the prerequisites (you can treat invocations that require a certain warlock level as if they instead require a certain character level). When you gain a level, you can replace this invocation with another that you meet the prerequisites for.

If you are reduced to 0 hit points, you do not fall unconscious. You still make death saving throws and can be stabilized as normal. If you are stable for 1 minute, you regain 1 hit point.

If you die and haven't taken fire or radiant damage within the last minute, you come back to life with 1 hit point after an hour. If you are exposed to fire or radiant damage during that period, you do not resurrect.

Mephitic Seal

Eldritch Carving (drawn: uncommon, tattooed: rare, scarified: very rare), requires attunement

This intricate carving is a rotten word, nauseating to those who hear it and causing plagues upon the world, or so the story goes. A rogue faction of manikins has managed to locate the original carving and have been using it to further their own goals, much to the dismay of beings of flesh—yet such power could so easily be turned against them.

Drawn

Miasma of Death. As an action, you can conjure a toxic miasma in a 15-foot-radius sphere at a point you can see within 30 feet of you. The sphere spreads around corners. The miasma remains there until the end of your next turn. Each creature that is completely within the miasma at the start of its turn must make a DC 18 Constitution saving throw, taking a number of d6s of poison damage equal to your proficiency bonus and becoming poisoned for the duration of the miasma on a failed save. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can use this carving twice, and you regain all expended uses when you finish a long rest.

When you summon the miasma, it gains your choice of 1 property from the following list of options:

- **Obfuscation:** The area becomes heavily obscured.
- **Immunity:** You are immune to and ignore the effects of the miasma.
- **Duration:** The miasma lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. You can move the miasma up to 10 feet as a bonus action on each of your turns. If this carving is scarified, you can move it up to 30 feet instead.
- **Radius:** The radius increases to 25 feet.
- **Virulent:** The damage dice become d12s instead of d6s.
- **Lingering:** On a successful save, a creature takes half as much damage and isn't poisoned.

Tattooed

You can use this carving a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

When you summon the miasma, it instead gains your choice of 2 properties. Add the following properties to the list of options:

- **Corrosion:** The miasma deals an extra number of d4s of acid damage equal to your proficiency bonus on a failed save. Creatures that fail the saving throw by 5 or more are blinded until the end of your next turn.

- **Destruction:** You can cause the miasma to exude a corrosive substance that can eat through 1-inch-thick nonmagical wood, metal, or stone each round. If you do so, the miasma ignores resistance and immunity to poison damage and the poisoned condition, and constructs have disadvantage on the saving throw.

Scarified

When you summon the miasma, it instead gains your choice of 4 properties. Add the following properties to the list of options:

- **Protection:** When you summon the miasma, you can choose a number of creatures other than yourself equal to your proficiency bonus; they are immune to the effects of the miasma. You must concentrate on this carving as you would concentrate on a spell.

- **Hallucinatory Toxins:** You turn your miasma into powerful hallucinogens, changing its damage type from poison to psychic. The saving throw becomes an Intelligence saving throw instead. Any other property of the miasma that inflicts poison damage instead inflicts psychic damage. You cannot use the Destruction property alongside this one.

Third Carving

Eldritch Carving (drawn: rare, tattooed: very rare, scarified: legendary), requires attunement

The Third Carving is Mikha'el—The Left Hand of Creation, the herald of punishment.

> *War broke out in heaven. From the throne came flashes of lightning, and rumblings and peals of thunder, and before the throne were burning seven torches of fire. Mikha'el and his angels fought against the dragon, and the dragon and his angels fought back. But he was not strong enough, and they lost their place in heaven. The great dragon was hurled down—that ancient serpent called the devil, who leads the whole world astray. He was hurled to the earth, and his angels with him.*
>
> *—Tome of Revelations*

Drawn

When you roll initiative, you can choose to let the carving consume you for 1 minute (no action required). You gain the following benefits:

- **Wings of Judgement.** Wings sprout on your back, granting you a flying speed of 30 feet. You can only use this speed to move towards a hostile creature that you can see.

- **Seraphic Blade.** A blade of eldritch—or perhaps divine—energy appears in your hand. This blade is a magic weapon that has the finesse property and deals 1d6 fire and 1d6 psychic damage on a hit.

Once you use this carving, you can't do so again until you finish a long rest.

Dark Lord Studios

Right: Roman Kuzmin

Tattooed

When you let the carving consume you, you instead gain the following improved benefits for the duration:

- **Wings of Judgement.** Wings sprout on your back, granting you a flying speed of 60 feet. You can only use this speed to move towards a hostile creature that you can see.

- **Righteous Punishment.** Creatures that raise their hand against you—a chosen one—must be punished. When you take damage from a creature you can see within 120 feet, you can use your reaction to emit a psychic shockwave in its direction. The attacking creature must make an Intelligence saving throw (DC = 8 + your proficiency bonus + your Constitution modifier). On a failed save, it takes psychic damage equal to your character level. On a success, it takes half as much damage.
As part of the same reaction, you can cause a creature that failed its saving throw to be stunned until the end of your next turn. Once you stun a creature in this way, you can't do so again until you finish a long rest.

- **Seraphic Blade.** A blade of eldritch—or perhaps divine—energy appears in your hand. This blade is a magic weapon that has the finesse and thrown (range 60/120) properties, and it deals 1d8 fire and 1d8 psychic damage on a hit. Each time you throw the blade, it flies back to your hand after the attack.

Alternatively, you can cause the blade to fuse with a nonmagical weapon you are holding. If you do so, for the duration, you gain a +1 bonus to attack and damage rolls made with it, and you deal an extra 1d6 fire and 1d6 psychic damage on a hit.

Scarified

The carving imbues you, permanently granting you the benefits of the Tattooed carving. When you use your Righteous Punishment to stun a creature, you can do so again after 1 minute. Finally, your Seraphic Blade can fuse with a magical weapon that you are holding.

Second Carving

Eldritch Carving (drawn: rare, tattooed: very rare, scarified: legendary), requires attunement

The Second Carving—the Voice of Creation, said to originate from the ancient scriptures of a lost civilization—manifests the omnipotence of He who spoke it into being. A power that reflects the terror of what lies beyond, as this single word holds the potential to unravel reality in a myriad of ways.

No mortal should be given this power of creation, their hubris begetting suffering and tyranny. The last possessor of this carving, the Godless King, proclaimed himself divine, turning the world into hell, for it meant that he could rule over its ashes as a god.

Drawn

You understand Celestial and Deep Speech. Further, you are imbued with righteous power and gain the ability to cast spells. Constitution or Wisdom is your spellcasting modifier for these spells, whichever is higher. You can use each of the following decrees once, and you regain all expended uses when you finish a long rest. Each decree only requires the verbal component of the spell.

King's Decrees:

- **Decree of Obedience.** You force the heretic to kneel and worship. You can cast the *command* spell, using only the grovel command.

- **Decree of Power.** You unleash destructive might. You can cast the *bless* spell on willing creatures. When a creature rolls a 1 on the d4 as part of this spell, it can reroll the die and must use the new roll, even if the new roll is a 1. Creatures under the effect of the spell also take 1d4 necrotic damage (which cannot be reduced) at the start of each of their turns.

• **Decree of Blood.** You harangue your soldiers to endure. You can cast the *healing word* spell on a willing creature. Until the end of the target's next turn, it gains a +1 bonus to attack and damage rolls, but each time it takes damage, it takes an extra 1d4 damage of the same type.

Tattooed

You can speak Celestial and Deep Speech.

Aegis of the Almighty. You gain resistance to radiant damage. Each day at dawn, you can choose one creature that you can see. For the next 24 hours, it has resistance to radiant damage as long as it remains within 10 feet of you and you are conscious.

In addition, you can now use each of your decrees a number of times equal to your Constitution or Wisdom modifier, whichever is higher, and you regain all expended uses when you finish a long rest.

Scarified

Aegis of the Almighty. You gain resistance to radiant damage. Friendly creatures of your choice within 15 feet of you have resistance to radiant damage while you are conscious.

In addition, you can amplify the effect of your decrees. When you do so, you expend two uses instead of one.

• **Improved Decree of Obedience.** When you cast *command* with this decree, you can target a number of creatures of your choice you can see within range equal to your Constitution or Wisdom modifier, whichever is higher.

• **Improved Decree of Power.** When you cast *bless* with this decree, creatures under the effect of the spell gain an additional action on each of their turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. The damage they take at the start of their turn increases to 2d4.

• **Improved Decree of Blood.** When you cast *healing word* with this decree, it is cast at 7th level. Until the end of the target's next turn, it gains a +3 bonus to attack and damage rolls, but each time it takes damage, it takes an extra 2d4 damage of the same type.

First Carving

Eldritch Carving (drawn: rare, tattooed: very rare, scarified: legendary), requires attunement

The original carving, The Right Hand of Creation, is the first sign the Old Ones left behind when devoted worshipers implored for divine help against the Scourge. The price for such power is still being paid to this day.

None have seen the full power of this carving, as the original is sealed deep within the earth, guarded by a sin left behind by the Radiant Church.

> *When you give a person something to die for, you conversely give them something to live for.*

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Drawn

At the end of a long rest, you gain the effect of a *sanctuary* spell that lasts until the start of your next long rest (the spell can end early as normal). The saving throw DC for the spell equals 8 + your Constitution or Wisdom modifier (whichever is higher) + your proficiency bonus.

Wings of Salvation. In addition, when a willing creature you can see within 60 feet of you is targeted by an attack roll or forced to make a saving throw, you can use your reaction to give them wings to fly out of danger. A pair of angelic wings sprout on their back, which carries them in a straight line to you, where they land in an unoccupied space next to you.
This can potentially cause the harmful effect to miss if the creature leaves the range of the effect. The wings then vanish. Once you use this property, you can't do so again until you finish a long rest.

Tattooed

At the end of a long rest, you gain the effect of the *death ward* spell cast on yourself.

In addition, you can use Wings of Salvation twice, regaining all expended uses when you finish a long rest. Further, when you use Wings of Salvation, as part of the reaction, you can cast *warding bond* on the target. You do not need to provide the spell slot or material components for the spell, but you need to concentrate on this spell to maintain it.

Scarified

You can use Wings of Salvation a number of times equal to Constitution or Wisdom modifier, whichever is higher, and you regain all expended uses when you finish a long rest.

Devour Sin. Upon death, your body is immediately struck by the *true resurrection* spell. Alternatively, if a creature dies while under the effect of *warding bond* cast through your Wings of Salvation, the creature is affected by *true resurrection*. Once Devour Sin grants its effects, the carving loses all power for 3 days.

Regulating Eldritch Carvings

Given the unique nature of Eldritch Carvings and their ability to propagate easily amongst an adventuring party, simply through visual replication or the crafting of copies, it is essential to put certain boundaries in place to curb the possibility of an unchecked escalation of power. Here are some rules GMs can implement:

When a player learns from a copy of an Eldritch Carving, the copy then disappears. The player can attempt to create a duplicate of the carving, which necessitates a successful Sleight of Hand check rolled secretly by the GM. For the player to craft an perfect copy of the carving, they must obtain a 25 or above. A result of 20 or above results in a near perfect copy. However, anything below this number results in an unsuccessful copy, unbeknownst to the character.

In contrast, original Eldritch Carvings scarified onto flesh, can only be on a single individual at any given time. In order for another person to gain the powers granted by the original carving, the current bearer must willingly burn it away or be killed.

STEINHARDT'S MADNESS SYSTEM

Steinhardt's Guide to the Eldritch Hunt contains numerous aberrations that can assail creature's minds. The following rules and effect detail the myriad ways that characters' minds can be debased, debauched, or otherwise defiled.

Madness Effects

Madness can be short-term, long-term, or indefinite. More mundane effects, like the ones presented here, impose short-term madness, which lasts for just a few minutes. More horrific effects or cumulative effects can result in long-term or indefinite madness.

A creature's intellect can help it understand eldritch knowledge without breaking its mind. Characters can add their **Intelligence modifier** to saving throws they make against madness.

• When a creature becomes afflicted by madness, be it short-term, long-term or indefinite, the creature is stunned (see the condition) until the start of its next turn, and then the madness takes effect.

• A character afflicted with **short-term madness** is subjected to an effect from the Short-Term Madness table for 1d4 minutes.

• A character afflicted with **long-term madness** is subjected to an effect from the Long-Term Madness table for 1d4 × Eldritch Moons (or 1d4 x 7 days, if you aren't using Eldritch Moons in your world).

Roman Kuzmin

• A character afflicted with **indefinite madness** gains a new trait from the Indefinite Madness table that lasts until cured.

Madness and the Ethereal Plane

When a creature in Luyarnha enters the Ethereal Plane for the first time in a day, they must succeed on a DC 15 Wisdom saving throw or gain a short-term madness and immediately be returned to the plane they were last on. Creatures of the GM's choice are immune to this effect.

For each minute spent on the Ethereal Plane, a creature must repeat the saving throw.

MADNESS GUIDELINES

Madness can be caused by various effects, creatures, and situations. Use the following guidelines to know when and where to apply madness.

Short-Term Madness Guidelines

Short-term madness occurs more often than longer forms, and it can quickly trigger further madness. Short-term madness occurs when a character experiences something traumatic or mind-altering, but the effects are temporary and wear off after some time. To determine whether an event the characters encounter should cause short-term madness, consider the following guidelines:

Severity. The event should be extreme or unexpected enough to cause a psychological shock or temporary break from reality. Encountering an aberration for the first time could cause a saving throw for a short-term madness if the creature is horrifying or its presence is accompanied by a disturbing event (e.g., a gruesome murder scene). However, if the encounter is less extreme or the character is already somewhat familiar with this particular aberration, it might not result in such a saving throw.

Mental Resilience. Some characters might be more resistant to madness than others, depending on their background, class features, or experiences. For example, a seasoned adventurer or jaeger will be less likely to succumb to short-term madness than an untraveled novice.

Context and Setting. The circumstances surrounding the event play a significant role in determining whether short-term madness occurs. For example, encountering an aberration in a dark, confined space might be more terrifying than encountering it in a well-lit, open area. Similarly, discovering an aberration in the middle of a peaceful village could be more shocking than finding it in a known dangerous area, like an underground catacomb.

Madness Examples & Guidelines

The following non-exhaustive list aims to provide some examples to serve as guidelines on whether or not an effect should cause madness.

Spells

- *Contact other plane* (on a failed Intelligence saving throw): long-term madness.
- *Feeblemind* (on a failed Intelligence saving throw): indefinite madness.
- Osteomancy spells: short-term madness the first time one encounters the school of magic.
- *Planeshift*: long-term or indefinite madness, depending on the destination's connection to eldritch or horror.
- *Symbol*, Insanity (on a failed Intelligence saving throw): indefinite madness.

Creatures

- First encounter with an unknown type of aberration of CR 7 or lower: short-term madness.
- First encounter with an unknown type of aberration of CR 8 or higher: long-term madness.
- First encounter with an unknown type of monstrosity of CR 5 or higher: short-term madness.
- Being swallowed by an aberration: short-term madness.
- Seeing an ally reduced to 0 hit points for the first time in a day due to a monstrosity or aberration: short-term madness.

Situations and environments

- Attuning to cursed items: short-term (common or uncommon), long-term (rare, very rare), or indefinite madness (legendary or artifact).
- Exposure to eldritch incursions on the Material Plane (e.g., eyes on the walls or ancient scriptures made of blood appearing on walls): short-term, long-term, or indefinite madness, depending on the severity or extent.
- Traumatic events, such as witnessing a horrifying death or being tortured: short-term, long-term, or perhaps even indefinite madness, depending on the intensity and duration of the event.
- Prolonged isolation or exposure to extreme environments: short-term or long-term madness, depending on the severity and duration of the isolation or exposure.
- Entering a nightmare or other horrifying planes: short-term or long-term madness, depending on the nature of the plane and its influence.
- Ingesting or being exposed to drugs, poisons, or abusing other substances that alter perception or induce hallucinations: short-term madness.
- Witnessing or participating in gruesome, evil, or forbidden rituals: short-term or long-term madness, particularly if the characters are exposed to horrifying sights, come into contact with eldritch powers, or witness the summoning of alien entities.
- Uncovering the results of twisted magical or scientific experiments, such as mutated creatures or disturbing fusions of life and machinery: short-term or long-term madness, depending on the inhumanity of the experiments.

GM Note:
If you don't know when to apply long-term or indefinite madness, here is a rule of thumb to follow. Each time a character accumulates five forms of short-term madness in less than 48 hours, they gain a form of long-term madness. If a character gains three forms of long-term madness in less than 30 days, they gain a form of indefinite madness. Feel free to alter these numbers if you want to see more or less madness in your game.

SHORT-TERM MADNESS

When a character is afflicted with short-term madness, roll a d100 on the table below, then roll a d10 to determine the effect of that form of madness. All effects are for the duration of the madness unless specified otherwise.

D100	D10	SHORT-TERM MADNESS
1–10 Your mind is liberated from any sense of self you may possess.	1–2	Without an ego, you are immune to the charmed condition.
	3–7	You mimic the mannerisms, behaviour, and speech patterns of the creature closest to you when you gained this madness.
	8–10	Desperate to find yourself again and believing anything, you automatically fail saving throws against being charmed.
11–20 Your mind is invaded by the sound of the cosmos.	1–2	Painful sounds pale in comparison to the cacophony in your head; you are immune to thunder damage.
	3–7	Eldritch utterings scratch your brain; you hear the soft caress of whispers behind your back.
	8–10	The sound of the cosmos drowns out all other noise, closing you to the world. You are deafened and have disadvantage on saving throws made to maintain your concentration.
21–30 You have seen too much; your mind can't understand it, causing your sight to become erratic and unreliable.	1–2	Your vision expands as if you are under the effect of the *see invisibility* spell.
	3–7	Spectral forms flitter at the corners of your eyes, vanishing when you turn your head.
	8–10	You are blinded, and you can't use any special senses you use to see, such as blindsight or tremorsense.
31–40 The madness inside you bursts forth as haunting screams.	1–2	Your scream is so loud that it can cause damage. As a bonus action on each of your turns, you can scream at a creature you see within 30 feet of you. If the target can hear you, it must make a DC 13 Constitution saving throw, taking 1d12 thunder damage on a failure or half as much damage on a success.
	3–7	You can't talk properly; yelling is the only way you can communicate.
	8–10	Your screams are so overwhelming that any creature within 300 feet of you can hear you talk. You also can't form coherent sentences or utter the vocal components of spells.
41–50 Your posture crumples, as you try to make sense of the insanity before you.	1–2	You become incredibly skittish. When you are the target of an attack or an effect that requires you to make a Dexterity saving throw, you can use your reaction to begin moving evasively, gaining a +1 bonus to AC and advantage on Dexterity saving throws until the start of your next turn.
	3–7	You desperately look for a parental figure that can protect you. Once you find such a person, you latch on to them and refuse to leave their side, no matter what.
	8–10	You fall prone and can't stand, as your legs refuse to obey you, and you can't use any flying speed you possess.

51–60 You realize that your hands are blasphemous tools.	1–2	These tools can break the minds of your foes. Once per turn when you hit a creature with a melee weapon attack, you can deal an extra 1d8 psychic damage to it.
	3–7	You refuse to use your hands for anything, keeping them hidden from view. If someone stares at them, it makes you extremely uncomfortable and defensive.
	8–10	You shouldn't touch anything. You drop anything you are holding , and can't hold items or grapple creatures.
61–70 Your body breaks down under the insanity.	1–2	You are immune to the poisoned condition.
	3–7	You start emitting a foul smell that is unpleasant even to you, and no amount of washing or magic can remove it.
	8–10	You are poisoned, even if you are immune to the condition.
71–80 The Eldritch Horrors are revealed to you, bathing you in fear.	1–2	When you gain this madness, each creature within 30 feet of you must succeed on a DC 13 Wisdom saving throw or become frightened of you for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
	3–7	You become paranoid and fearful of any movement or sound.
	8–10	You become frightened of your allies. You must take the Dash action and move away from them by the quickest available route on each of your turns, unless there is nowhere to move. If you start your turn in a location where you can't see any of your allies, you can use your action to end the madness.
81–90 The madness breaks your mind.	1–2	You realize your mind has been holding back your body, and you can now act freely. You have an additional action on each of your turns. That action can be used only to take the Dash, Disengage, Hide, or Use an Object action.
	3–7	You burst into spontaneous fits of laughter randomly, even at the most inappropriate times.
	8–10	You are incapacitated. This effect ends early if you take damage equal to twice your level or if a *greater restoration* spell is cast on you.
91–95 The revelations from beyond afflict you.	1–2	Your body ignores all pain; only the Eldritch Truth matters. You are immune to the stunned condition.
	3–7	You speak to others of the Eldritch Truth in a way that seems limpid to you, but is perhaps not so clear to others. Your sentences are cryptic for the unascended mind.
	8–10	You are stunned. This effect ends early if you take damage equal to your level or if a *greater restoration* spell is cast on you.
96–100 The beast within you awakens and attempts to take control.	1–2	Your body releases its animalistic instincts, without the influence of your mind to restrain it. You are under the effect of the *haste* spell, although it doesn't require concentration. The spell ends when the madness does.
	3–7	Your speech is slurred, as if you're intoxicated, and you punctuate your sentences with animal noises.
	8–10	You fall unconscious, your mind fighting its hardest to not let you become a beast. This effect ends early if you take damage equal to your level or if a *greater restoration* spell is cast on you.

LONG-TERM MADNESS

When a character is afflicted with long-term madness, roll a d100 on the table below, then roll a d10 to determine the effect of that form of madness. All effects are for the duration of the madness and can only be cured once the madness ends, unless specified otherwise.

D100	D10	LONG-TERM MADNESS
1–10 The eldritch corruption profoundly weakens your body.	1–2	Your frail body is easily pushed around; each time you take damage you are pushed back 10 feet.
	3–7	You are easily fatigued, and physical effort puts a heavy toll on your body. You require 4 more hours than usual to finish a long rest.
	8–10	Your legs can barely hold you up; each time you take damage you are knocked prone.
11–20 Otherworldly magic stirs within you.	1–2	Your contact with the beyond awakens powers within you. You learn one random cantrip from the warlock spell list. Charisma is your spellcasting ability for this spell.
	3–7	You become repulsed by this world's magic. Each time you cast or are affected by a spell, you retch and reel, losing your reaction until the start of your next turn.
	8–10	You cannot handle the newfound magic within you, which sporadically seeps from you when injured. Whenever you take 15 or more points of damage from a single attack, you explode in a discharge of arcane energy. You and each creature within 10 feet of you must succeed on a Constitution saving throw or take 2d10 force damage. This explosion cannot be triggered again for 1d6 rounds.
21–30 Your sense of worth shatters.	1–2	Intense paranoia forces you to be on the alert for anything and anyone, protecting what little is left of you. You gain a 1d4 bonus to any Perception or Insight check that you make.
	3–7	You are sulking and sullen; these negative thoughts in your head cause you to demean yourself during any conversation you have.
	8–10	Your worthlessness seeps into every aspect of your life, gnawing at whatever remnant of competence you have left. You have a -1d4 penalty to any ability check you make.
31–40 You lose perception of your power.	1–2	Not realizing your limits, you push yourself beyond what you are capable of. Whenever you deal damage, add damage equal to one roll of the lowest damage die used.
	3–7	You don't realize your strength; whenever you have to use your body, you either apply too much force or not enough. Your handshakes can be like a vice grip or dead fish, your hugs suffer the same fate, and any other physical activity you try to perform is a gamble.
	8–10	Afraid of shattering your body, you involuntarily restrain your power. Whenever you deal damage, subtract damage equal to one roll of the lowest damage die used (minimum 0).
41–50 The Eldritch Truth reveals itself to you.	1–2	Able to understand this Truth, you gain proficiency in a random Intelligence skill (chosen by the GM) and can add twice your proficiency bonus to any check you make using that skill.
	3–7	You become fascinated by what lies beyond. Whenever you notice or hear of something of eldritch nature, you drop whatever you are doing to enquire more about it and attempt to get closer to it, physically or otherwise.
	8–10	The revelations from beyond beckon to you, urging you to learn more, to be more. You have disadvantage on saving throws against madness.

Ryan Bittner

51–60 The madness ignites your nervous system, melting it away.	1–2	Any pain you would feel completely vanishes. You are immune to being stunned and can only fall unconscious as a result of reaching 0 hit points.
	3–7	Your damaged nerves transmit a constant feeling of itchiness. This feeling vanishes when your skin is in direct contact with metal.
	8–10	You are in constant pain from the nerve damage, which prevents you from focusing or bringing your utmost in battle. You can't add your Dexterity modifier to your Armor Class and have disadvantage on all Dexterity checks and saving throws.
61–70 Powers from beyond grasp you and merge with your body.	1–2	You manage to bring these otherworldly powers under your control. You have advantage on Constitution saving throws to maintain concentration. In addition, if you fail a saving throw, you can choose to succeed instead. If you do, you then need to roll on the long-term madness table again, gaining a new effect.
	3–7	Attempting to understand what has merged with you, you start experiencing derealization. You are completely alienated from your surroundings at all times and get surprised by any physical contact.
	8–10	These new powers are too much for you to handle, draining your mind. You have disadvantage on Intelligence checks, Wisdom checks, and Charisma checks, as well as Constitution saving throws to maintain concentration.
71–80 Your heart begins to falter; such a reality cannot possibly exist.	1–2	Your elevated heart rate increases your awareness. You gain a +3 bonus to your passive Wisdom (Perception) score and your initiative rolls.
	3–7	The unexpected is too much for you to handle. Whenever you are surprised, you scream at the top of your lungs. If you are surprised in combat, you fall unconscious until the start of your next turn.
	8–10	Your heart weakens, literally. You gain a level of exhaustion which cannot be removed until the madness ends. Whenever you become frightened, you gain another level of exhaustion. Apart from the first, exhaustion gained from this madness can be removed as normal.
81–90 Your futile attempts at staving off the madness have left your body scarred.	1–2	The scar tissue only thickens your skin. You gain a +1 bonus to AC.
	3–7	The scars that cover your body are beyond repulsive, causing most people to experience fear at their sight, especially children. You have a +2 bonus to Intimidation checks and a -2 penalty to Persuasion checks.
	8–10	You suffer severe scarring over an extensive portion of your anatomy. Anytime you take bludgeoning, piercing, or slashing damage, you suffer an extra 1d6 damage of that type.
91–95 The madness causes your body to rot, unable to withstand the eldritch influence.	1–2	Your mind embraces the idea that your body will rot away, and welcomes it; after all, everyone withers away eventually. You have immunity to the poisoned condition.
	3–7	The rot within your body is nauseating. You experience a constant feeling of disgust, and any time you smell something foul, you spend your action heaving.
	8–10	Vicious wounds of eldritch nature ravage your flesh. Your hit point maximum is reduced by 1 every 24 hours. If your hit point maximum drops to 0, you die. You or another creature can tend to the wounds during a long rest, making a DC 16 Medicine check once every 24 hours. After five successes, the wounds heals.
96–100 The beast within you awakens and takes control.	1–2	Most of your humanity remains, yet enough of the beast is unleashed. You gain advantage on Dexterity saving throws. In addition, each of your hands transforms into a claw, which you can use as a weapon if it's empty. It deals 1d6 slashing damage on a hit. Once on each of your turns when you attack with a claw using the Attack action, you can make one additional claw attack as part of the same action.
	3–7	Your body transforms, yet a trace of your humanity remains. Your race becomes scourgeborne, with a random subrace. Scourgebornes and constructed races, such as manikins, are immune to this effect. If you're already a scourgeborne, the next madness effect applies instead.
	8–10	Your body transforms into a beast or monstrosity of the GM's choice with CR equal to half your level (rounded up). Apart from this, your transformation follows the rules of the *polymorph* spell, though if you fall to 0 hit points, you fall unconscious instead of reverting to your normal form.

INDEFINITE MADNESS

When a character is afflicted with indefinite madness, roll a d100 on the table below, then roll a d10 to determine the effect of that form of madness. All effects are for the duration of the madness and can only be cured once the madness ends, unless specified otherwise.

Disclaimer: *Some of the madness effects contain references to self-harm and suicide (notably rolling an 11-15 on the d100), which is a sensitive topic. While their use can be integral to the story being told, it is important to ensure that everyone at the table comes to an agreement regarding their use prior to the session beginning, and if it's included, whether descriptions should fade to black or be more detailed.*

D100	D10	INDEFINITE MADNESS
1–5 You become heavily reliant on substances to cope with the meaninglessness of this painful existence.	1–2	If you have a bad habit, such as drinking or drugs, it takes over and you become addicted. If you have no such habit, you develop alcoholism. You take a -3 penalty to all attack rolls, saving throws, and ability checks, but if you are under the effect of the substance, you also gain a +3 bonus to saving throws against the frightened condition or further madness.
	3–7	You begin to heavily medicate yourself to numb the pain of life. You develop one of the following vices most in line with your personality: promiscuity, drug abuse, alcoholism, or smoking. If you do not partake in your vice at least twice every 24 hours, you suffer from a -1d6 penalty to Wisdom saving throws until you do so.
	8–10	Drugs, alcohol, and other vices stop having any effect on you. You immediately expel any vices consumed before you can metabolize them and are repulsed by all carnal thoughts.
6–10 Life is bad and is only getting worse.	1–2	Whenever you fail an ability check, attack roll, or saving throw, you have disadvantage on your next ability check, attack roll, or saving throw.
	3–7	You feel the world is rotting and become reluctant to try anything new, only relying on what you know has worked in the past. You categorically refuse to try anything new that you haven't experienced before gaining this madness, such as a new spell, feature, or tavern.
	8–10	In the past, you may have been a promising individual, but those days are long gone. You are no longer proficient in any skills and instead suffer a penalty equal to your proficiency bonus to any skills in which you were proficient. If an ability allows you to gain a bonus to a check (such as Expertise or Jack of All Trades), you can no longer do so.
11–15 You develop a hatred of your own body.	1–2	When you first develop this madness, it doesn't manifest itself until you are alone for 10 seconds or more with a blade. You self amputate a limb in anger and destroy the removed appendice of flesh.
	3–7	You begin to wear mountains of clothing that hide as much of your body as possible and refuse to show even an inch of skin to anyone. If you realize that your skin has become exposed, you have disadvantage on all checks and attack rolls until you hide it again.
	8–10	Perhaps it would be better if your soul left this wretched body. When you are reduced to 0 hit points, you gain two failed death saving throws, and you automatically fail any further death saving throws.
16–20 You lose the ability to manage your stress properly.	1–2	Whenever you are exposed to a stressful situation, you burst into a frenzy, attacking the origin of your stress recklessly until it dies or you are knocked unconscious. The GM determines when you are in a stressful situation.
	3–7	You automatically fail saving throws against the frightened condition and can't benefit from effects that would otherwise make you immune to fear.
	8–10	Whenever you are exposed to a stressful or social situation, you retreat within yourself. You have disadvantage on all Charisma and Dexterity checks and lose any boastfulness your character may have.

21-25 Your eyes begin to blister as the Eldritch Truth reveals itself to you.	1-2	You become blind and cannot regain sight while afflicted by this madness.
	3-7	You gain the ability to see into the Ethereal Plane but lose the ability to see the Material Plane. You are blinded to creatures and objects on the Material Plane.
	8-10	Your eyes grow dark and you despise the light. While in sunlight or bright moonlight, you have disadvantage on attack rolls, as well as on Perception checks that rely on sight.
26-30 The madness ignites your nervous system, and your mind begins to beckon the pain.	1-2	Your subconscious screams at you, urging you to suffer the pain. You have disadvantage on saving throws against effects that deal damage to you, and attack rolls against you have advantage. In exchange, you have advantage on saving throws against non-damaging effects, as your mind sees them as beneath you.
	3-7	Whenever you take more than 20 points of damage in a turn, your body detonates psychically. You and all creatures within 30 feet of you must succeed on an Intelligence saving throw or take 3d10 psychic damage. You have disadvantage on this saving throw.
	8-10	You become fascinated with the afterlife. Whenever a creature within your sight is unconscious and at 0 hit points, you feel the urge to finish them off, and must use your turn to try to kill them.
31-35 Mysterious powers from beyond grasp you, and you attempt to cope in various ways.	1-2	You become obsessed with one object in your possession. If that item isn't precisely right all the time, it gnaws away at your peace of mind. While that item is not right, you have disadvantage on all ability checks and attack rolls.
	3-7	Initially, nothing happens. [Only the GM can know the following] The next time you fall unconscious in battle, you develop a severe trauma around it. If you encounter that enemy in battle again while under the effect of this madness, you become cursed. While cursed in this way, when you finish a long rest, you must make a DC 12 Wisdom saving throw. On a failed save, your mind wrestles with your past failures, and you do not gain the benefits of the long rest.
	8-10	You develop a strange phobia. It could be fear of long words, the dark, or another aspect of your life. Talk with your GM to decide which one would suit your character.
36-40 Your heart begins to falter; such a reality cannot possibly exist.	1-2	You lose contact with reality. You start seeing people that don't exist and hearing sounds that aren't there. This effect also applies in battle, where you see enemies that aren't on the battlefield. Make a DC 18 Wisdom saving throw at the start of each of your turns. On a failed save, you must use your action to attack one target of the GM's choice.
	3-7	You become a compulsive liar. You must make a DC 18 Wisdom saving throw each time you attempt to tell the truth. On a failure, you lie, even when it's against your best interest.
	8-10	You become obsessed with stealing small, valuable items. When you notice these items, you must make a DC 18 Wisdom saving throw to resist the urge to steal. On a failure, you attempt to steal something nearby, regardless of the consequences.
41-45 You begin to lose control of your nerves and mind.	1-2	Your senses become painfully heightened, causing discomfort and confusion. Unable to gain mental clarity amidst the cacophony of your senses, you have disadvantage on any ability checks that rely on sight, hearing, smell, taste, or touch, and disadvantage on Wisdom saving throws.
	3-7	You randomly teleport a short distance (10 to 60 feet) at inopportune moments. The GM determines the timing and destination of these teleportations.
	8-10	You broadcast your thoughts telepathically to creatures within a 60-foot radius, losing the ability to keep secrets or to surprise any creature within range.
46-50 Your body mutates in maladaptive ways.	1-2	You become extremely sensitive to a specific element (fire, cold, lightning, acid, poison, or thunder), feeling intense pain even from minor exposure. You become vulnerable to that damage type. This effect removes any resistance or immunity you might have to that damage type.
	3-7	You become a walking lightning rod. Any lightning or effects that deal lightning damage within 120 feet of you also bend in your direction, striking you as well. Further, you automatically fail saving throws against effects that deal lightning damage.
	8-10	You lose all the hair on your body, leading to thermoregulation problems. Manikins are immune to this effect. You have disadvantage on saving throws against extreme cold and heat. Further, you have disadvantage on saving throws against diseases and poison, and you lose any resistance to poison damage.

51–55 Your body perceives reality in abnormal ways.	1–2	Your body phases in and out of reality, causing it to partially pass through objects and creatures. When you make an attack or cast a spell, there is a 50% chance it phases into the Ethereal Plane and passes harmlessly through your targets.
	3–7	You perceive distances inaccurately, with objects appearing closer or farther away than they actually are. You have disadvantage on ranged attack rolls and Perception checks that rely on sight.
	8–10	You experience time at an inconsistent pace, with moments seeming to stretch or compress unpredictably. You have disadvantage on initiative rolls and must roll a d6 at the start of each of your turns to determine which actions you can take (1–2: one action, bonus action, or movement; 3–4: one movement, and either one action or one bonus action; 5–6: no change).
56–60 Your mind begins to play tricks on you, feeding you delusions.	1–2	You become overly confident and take unnecessary risks. You must make a DC 18 Wisdom saving throw before attempting any cautious or well-thought-out action. On a failure, you act impulsively instead.
	3–7	You believe you are a deity, royalty, or another powerful figure, and have disadvantage on all Wisdom and Charisma checks when interacting with others.
	8–10	You believe you are of another race. You can only speak in that race's native language, and if that language isn't Common, you lose the ability to speak Common. If you don't already know that race's language, you instead produce sounds that seem close to the language, but are in reality complete gibberish.
61–65 You develop antisocial personality traits, becoming the embodiment of chaos and madness.	1–2	Whenever you roll initiative, you begin to dance. At the start of each of your turns, you must make a DC 18 Constitution saving throw to stop dancing for that turn. On a failure, you continue to dance, as per the *irresistible dance* spell.
	3–7	You are overcome with fits of uncontrollable laughter at inappropriate times, making it difficult to communicate or concentrate. If you are concentrating on a spell, you must succeed on a DC 15 Wisdom saving throw at the start of each of your turns or lose concentration. Further, you have disadvantage on Stealth checks.
	8–10	You become ravenous and must succeed on a DC 15 Wisdom saving throw or be compelled to consume any food, including unappetizing, rancid, or downright abhorrent sustenance you come across.
66–70 You become plagued by a transcendent hatred.	1–2	You develop an alternate personality that attempts to destroy everything you care for and nurture anything you despise.
	3–7	You develop an irrational hatred for a specific creature, object, or situation of the GM's choice. You must succeed on a DC 15 Wisdom saving throw when you encounter the hated subject or become hostile toward it for 1 hour, or until the target is removed from your sight or is destroyed.
	8–10	You gleam at the idea of betrayal. Whenever multiple creatures are within range of an attack you are about to make, roll a d20. On a10 or lower, you randomly target another creature instead of your original target.
71–75 Your body starts acting in strange ways.	1–2	Your Strength and Dexterity scores become reversed.
	3–7	You become convinced that you're suffering from a grave illness, which may or may not be real, and have disadvantage on Constitution saving throws and checks.
	8–10	Your creature type becomes undead. Manikins lose any shred of humanity they had and become constructs. Magical healing has no effect on you.
76–80 Trauma seeps into your mind.	1–2	You become plagued by nightmares, leaving you perpetually exhausted. If you have fewer than 2 levels of exhaustion when you finish a long rest, you rouse with 2 levels of exhaustion.
	3–7	You gain an intense fear of a certain creature type (GM's choice). If you are within 10 feet of that creature type, you must use your movement and action to Dash away from them on your turn. In addition, creatures of that type have advantage on opportunity attacks against you.
	8–10	The horrors you've seen tie your tongue and throat. You lose the ability to speak and make sounds, including the vocal components of spells.

81–85 The Eldritch beckons.	1–2	The moon, and all its eldritch forms, beckon you. You have disadvantage on any saving throw caused by lunar effects (direct or indirect), and you have advantage on all ability checks regarding knowledge of the moon.
	3–7	Your Eldritch Ascension fails. Your speed is reduced by half, and you lose the ability to teleport. If you are teleported against your will, such as with a *banishment* spell, you take 3d10 force damage as the cosmos takes its pound from your flesh as punishment.
	8–10	Your Eldritch Ascension partially succeeds. Your creature type changes to aberration. You gain resistance to psychic damage, have advantage on saving throws against telepathy, but lose all empathy, conferring disadvantage on Insight and Persuasion checks. In addition, you understand Deep Speech, and you have disadvantage on saving throws against charm effects from aberrations.
86–100 The beast within you awakens and takes control.	1–2	The beast begins to gnaw at your mind, forcing you to stay alert to ward it. Whenever you fall unconscious, roll 1d2. On a 1, your mind loses control and the next time you awaken, the beast within you holds control over your body. Until you next fall unconscious, you are under the GM's control as the chaotic evil beast within you seeks to join other beasts and banish you from your body. On a 2, you maintain or reclaim your sanity upon rousing.
	3–7	Your body transforms, yet a trace of your humanity remains. Your race becomes scourgeborne. Talk with your GM to determine the subrace most appropriate for your character. Nothing short of a *wish* spell can undo this transformation. If you're already a scourgeborne, treat this roll as a 10 and apply the madness effects below instead.
	8–10	You become a beast or monstrosity of the GM's choice with a CR equal to half your level (rounded up), and you lose your mind. You become a creature under the GM's control.

Curing Madness

Different types of madness have different methods for curing them. What can cure indefinite madness can also cure long-term and short-term madness, and what can cure long-term madness can also cure short-term madness. The opposite isn't true.

Short-term madness: A character suffering from short-term madness can be cured with a *lesser restoration* spell or by waiting for the madness to subside naturally.

Long-term madness: A character suffering from long-term madness can be cured with a *greater restoration* spell or a *modify memory* spell if the traumatic event happened in the time window necessary for the spell to work.

Indefinite madness: A character suffering from indefinite madness can be cured with a *wish* spell. Alternatively, they can be killed and brought back completely sane with a *true resurrection* spell.

If you want to make indefinite madness easier to remove, you can allow the use of *greater restoration* to cure the character if both the caster and the target are located within an area sanctified by a *hallow* spell.

GM Note:
A drunk or intoxicated character could suffer one or all the following effects: Disadvantage on Intelligence, Wisdom, and Charisma checks; -1d4 penalty to its attack rolls; Advantage on saving throws against being frightened.

Temporary cures

Sometimes curing madness is impossible, and alleviating the symptoms is the only option. What can temporarily cure indefinite madness can also temporarily cure long-term and short-term madness, and what can temporarily cure long-term madness can also temporarily cure short-term madness. The opposite isn't true.

Short-term madness: A character suffering from short-term madness can be temporarily cured by:

- A *calm emotions* spell for the duration of the spell.
- Having a Momentum die (e.g., Jaeger in battle).

Long-term madness: A character suffering from long-term madness can be temporarily cured by:

- Being within the area of a *hallow* or *holy aura* spell.
- Being under the effect of a *mind blank* spell.
- Being located inside of a holy site dedicated to a god that wards off eldritch influences (such as the Radiant One or the Abyss Warden).
- Being severely under the influence of alcohol or other drugs.

Indefinite madness: A character suffering from indefinite madness can be temporarily cured by:

- Being located inside of a holy site dedicated to a god that wards off eldritch influences (such as the Radiant One or the Abyss Warden) or a *hallow* spell **and** being under the effect of a *mind blank* or *holy aura* spell.

ELDRITCH MOONS

Steinhardt's Guide to the Eldritch Hunt introduces 12 Eldritch Moons, which possess game altering effects. They are meant to create a dynamic and immersive game world that changes with the passing of time. There are two ways to use the moons: the Lunar Method or the Eldritch Beckoning Method. The latter is slightly more complex, though it creates a more dynamic element to the gameplay. Both methods make use of the Eldritch Moons table below.

Regardless of the selected method, when an Eldritch Moon appears, it emerges during the night and withdraws during the day (unless otherwise noted).

In addition, when a character gains a madness (short, long, or indefinite) while an Eldritch Moon is out, they gain additional madness effects detailed under each moon. These additional effects are intertwined with the normal madness effects and last for the same duration.

Eldritch Moons

Eldritch Moon	D100
Howling Moon	1-20
Shattered Moon	21-30
Scorching Moon	31-40
Vacuous Moon	41-50
Glowering Moon	51-60
Glacial Moon	61-67
Slumbering Moon	68-74
Yellow Crown	75-81
Creeping Tarlight	82-88
Krakenlight	89-95
Sanguine Eclipse	96-98
Blood Moon of Rebirth	99-100

LUNAR METHOD

At the beginning of each month, roll 1d4 to determine the number of Eldritch Moons that occur during that month, randomly choosing which nights they rise. A month is assumed to have anywhere from 27 to 30 days.

Then, roll a d100 on the Eldritch Moons table a number of times equal to the d4 result to determine which moons appear. Reroll any duplicate moons; the same Eldritch Moon cannot appear twice during the same month.

If you want to augment the eldritch intensity, feel free to increase the number of d4s you are rolling.

(Fun Fact: It takes 27 days, 7 hours, and 43 minutes for our Moon to complete one full orbit around Earth.)

Eldritch Moon Cards Deck

The Eldritch Moon Cards Deck is a set of cards that represent the Eldritch Moons. If you want to use the Eldritch Moon Cards Deck, fully shuffle the cards, place them face down, and roll 1d4. Draw the top card and set it aside, and then remove all duplicates of the card you just drew from the deck. Then, reshuffle the deck and place it face down. Repeat this process until you have set aside a number of cards equal to the result of the d4. The cards you have set aside represent the Eldritch Moons that will appear during the month. The Eldritch Moon Cards Deck table below shows the number of each card in the deck.

Eldritch Moon Cards Deck

Eldritch Moon	Number of Cards
Howling Moon	6
Shattered Moon	3
Scorching Moon	3
Vacuous Moon	3
Glowering Moon	3
Glacial Moon	2
Slumbering Moon	2
Yellow Crown	2
Creeping Tarlight	2
Krakenlight	2
Sanguine Eclipse	1
Blood Moon of Rebirth	1

Ognjen Sporin

NOTE: MONSTERS

The Eldritch Moons section of this book makes use of the term ‘monsters’, but monsters don’t have a clear cut definition in the base rules of 5e. As a GM, you can follow the rule of thumb that any nonhumanoid creature is a monster. If a creature is a humanoid (or other potential player race), determine how self aware it is. If the answer is “not very”, then count it as a monster too.

ELDRITCH BECKONING METHOD

The Eldritch Beckoning counter is a game mechanic that measures the influence of eldritch forces in your campaign. The counter ranges from 0 to 1000, with higher numbers indicating stronger eldritch influence. Any entry that causes an Eldritch Moon to appear requires a d100 roll on the Eldritch Moons table.

Players and events in the world can contribute to the Eldritch Beckoning counter by performing certain actions throughout your campaign. Keep track of these actions and their corresponding values, and at the end of each game session, add the total of these actions to the Eldritch Beckoning counter. The resulting value will determine the level of eldritch influence for the next game session, influencing the world, its inhabitants, and the challenges the players will face.

GM Note: *If you do not want to keep track of the Eldritch Beckoning counter, you can simply select a range (say 300-399) and decide that certain world events increase or decrease the madness of your world or story as you see fit.*

ELDRITCH BECKONING COUNTER	EFFECT
0-49	All Eldritch Moons vanish.
50-99	The Slumbering Moon appears once per year.
100-199	1d4 Eldritch Moons appear during the year at a maximum rate of one per month. Reroll any result that gives the Blood Moon of Rebirth. Though present, these moons do not affect travel or creatures with an Intelligence score below 18, for whom they appear as regular moons.
200-299	Same as the above, but 2d4 Eldritch Moons appear during the year. The Blood Moon of Rebirth can appear.
300-399	Same as the above, but 3d4 Eldritch Moons appear during the year, and the moons can affect travel as well as all creatures, regardless of their Intelligence score.
400-499	During each month, 1d4 Eldritch Moons appear.
500-599	During each 14 nights, 1d4 Eldritch Moons appear.
600-699	During each 7 nights, 1d4 Eldritch Moons appear.
700-799	The Yellow Crown takes over the sun during the day, darkening the sky, before setting as the moon rises every night. During each 4 days, 1d4 Eldritch Moons appear. Once a moon has appeared, it can't appear again until all other moons have, unless the Blood Moon of Rebirth appears, which resets the counter.
800-899	Same as the above, but each night roll 1d2. On a 1, an Eldritch Moon appears.
900-999	Same as the above, but each night an Eldritch Moon appears.
1000	Luyarnha is devoured by the various Great Ones that have been beckoned to it, eradicating it from the world with nobody to remember it.

Right: Carl Hassler; Top: Dark Lord Studios

Player Actions

Player actions that modify the Eldritch Beckoning counter.

ACTION	COUNTER EFFECT
Casting an osteomancy spell or a spell that uses gravity	+1
College of the Apocalypse bard using an Eldritch Melody	+1
Void warlock using their Voracious Void feature	+1
Using eldritch weapons or artifacts	+3 (once per day when used)
Using Eldritch Carvings	No effect
Curing a person of an indefinite madness	-1
Oath of the Eldritch Hunt paladin using Hunt the Prey and its mark dies	-1 (maximum of -5 per day)
Lunar Warden ranger using a Moon Conduit empowered by its Lunar Alignment	-2 (maximum of -6 per day)

World Actions

World actions that modify the Eldritch Beckoning counter.

ACTION	COUNTER EFFECT
Summoning aberrations	+1 (CR 1-4), +2 (CR 5-10), +3 (CR 11+)
Sacrificing a creature to a Great One	+5 (unknown, low importance), +15 (well known, important)
Successful eldritch rituals (e.g., cultists)	+10 (minor), +50 (significant), +100 (large-scale)
Spread of Scourge in the population	+10 (per 100 infected)
Desecration of holy sites or relics	+10 (minor) to +50 (major)
Opening portals to the Far Realm or other eldritch dimensions	+3
Creation and distribution of eldritch knowledge and tomes	+5
Converting pivotal figures to eldritch worship	+5
Destruction of organizations opposing eldritch influence, such as the Radiant Order	+20
Completion of dark prophecies related to the Eldritch Gods, such as those found in the Luminescent Library	+50
Banishing or defeating aberrations	-1 (CR 1-4), -3 (CR 5-10), -5 (CR 11+)
Destroying eldritch tomes or suppressing eldritch knowledge	-5
Redeeming influential figures from eldritch influence	-5
Purifying or sealing away eldritch weapons or artifacts	-5 (weapons), -15 (artifacts)
Curing or killing people afflicted by the scourge	-10 (per 100 cured or killed)
Reclaiming and sanctifying desecrated holy sites or relics	-10 (minor) to -50 (major)
Foiling eldritch rituals and sacrifices	-10 (minor), -50 (significant), -100 (large-scale)
Creating sites of worship for beings that ward Great Ones	-20
Strengthening organizations that oppose eldritch influence	-20
Preventing or reversing the fulfillment of dark prophecies	-20
Banishing or defeating Aspects of Great Ones or Fallen Hunters	-100

Carl Hassler

BLOOD MOON OF REBIRTH

When the sanguine glow of the Blood Moon rises—oft spoken of as the "Triduum of the Hunt"—the heart of Luyarnha stirs with foreboding.

The citizens have learned through experience that when the lunar orb is first beset by a sanguine tinge, preparations for a Hunt must be hastily made. For if such precautions are not taken, the city will find itself drowned beneath a flood of beasts.

Effects

The Blood Moon takes three days to fully rise, and during this time, no other Eldritch Moon can occupy the sky. As the time passes, the moon gradually transitions to a deeper shade of crimson until it reaches its apogee. At this peak, the rebirth process commences.

Over a 1 hour period, all creatures that have died in the last 30 days have a 50% chance of being resurrected, as per the *true resurrection* spell, by the Blood Moon of Rebirth, unless their soul was destroyed or imprisoned, in which case they aren't brought back to life. If they are resurrected in this way, roll a d6. On a 3 or higher, they retain their alignment and personality upon revival. The number required to maintain their sanity increases by 1 for each time they have previously died (so they need to roll a 5 or higher if they already died twice). If they do not retain their sanity, they either become husks obeying the whim of a Great One or mindless beasts.

Creatures that retain their alignment and personality bear a special Eldritch Carving on their body upon resurrection: the Sacrificial Brand (page XX).

"You want to know what a Hunt is? Well get ready son, you're about to find out."

CREEPING TARLIGHT

As the shadows thicken, the night air shudders under the eerie cackling of this sinister cosmic entity. The Creeping Tarlight, a moon emblazoned with a disquieting smile, projects its baleful grin upon Luyarnha. From its contorted face, a deluge of tar plummets, seeping from the moon's very countenance. As this glutinous substance permeates the land beneath, it imbues the city's darkness with an oppressive sense of dread, and its monsters with a viscous guile.

When the Creeping Tarlight is visible, the following effects apply to the world.

Monsters

• The tar dripping from the moon causes shadows to become viscous and sticky. Creatures moving through areas of dim light or darkness have their speed halved, and they have disadvantage on initiative rolls while in dim light or darkness.

• All monsters, apart from humanoids, are coated in tar. The first time a tar-coated creature takes fire or radiant damage, it explodes. Each creature within 10 feet of an exploding creature must make a Trait DC Dexterity saving throw or take fire damage equal to the Trait Damage. The tar-coated creature has disadvantage on the saving throw.

• The influence of the Creeping Tarlight causes curses and hexes to become sticky and difficult to remove. Even if dispelled, the tar-like residue of the curse may linger, causing persistent effects. All spells that cause curses have their duration doubled and cannot be removed by the *remove curse* spell while the moon is up.

MONSTER CR	TRAIT DC	TRAIT DAMAGE
≤2	10	1d4
3-4	10	1d6
5-6	11	2d6
7-8	11	3d6
9-12	12	4d6
13-16	13	5d6
17-20	14	6d6
21+	15	7d6

Travel

Under the sinister grin of the Creeping Tarlight, the atmosphere is permeated with unease and the lingering aroma of viscous sludge. Darkness intensifies, stretching inky tendrils across the night, while the pallid, twisted smile of the moon stands out against the void. This deceptive gloom masks the true threat of the encroaching tar, engulfing those who fail to tread with caution.

The eerie smile on the moon occasionally emits a faint, disturbing laughter that can be heard throughout the night. This unsettling sound makes it increasingly difficult for creatures to relax their mind, as the sound emerges from everywhere at once. If characters finish a long rest during a night where the Creeping Tarlight is visible, they must succeed on a DC 14 Wisdom saving throw to gain the benefits.

In addition, the tar that drips from the moons risks engulfing the unaware in its inky depths. For each hour that passes, roll a d6. On a 1, the party becomes trapped in a heavily shadowed area, generated from the tar of the moon. Each character must succeed on a DC 14 Dexterity saving throw or fall in the darkness and be restrained. If the party traveled at a slow pace (as per the travel rules), the characters have advantage on this saving throw.

On their turn, as part of their movement, a trapped character can escape by making a DC 17 Strength check. Another creature can use an action to make a DC 17 Strength check to attempt to pull the restrained character out of the shadows, freeing them on a success. After 2 turns, the trapped character begins to suffocate in the tar, and after 3 turns, the trapped character is completely engulfed; any creature that attempts to free the character will get coated in tar. Alternatively, the shadowy tar can be lit ablaze with fire damage, which burns for 1 minute. For the duration, any creature in contact with the tar takes 2d6 fire damage at the start of each of its turns.

Madness

The madness section of each moon refers to a Madness DC, which is indicated in the following table.

AVERAGE PARTY LEVEL	MADNESS DC
1-4	11
5-8	13
9-12	15
13-16	17
17-20	19
21+	21

The tar slugs the body and the mind. If a character gains a madness while the Creeping Tarlight is out, for the duration of the madness, their speed is halved, they take a -2 penalty to AC and Dexterity saving throws, and they can't use reactions.

Short-Term

Whenever a character gains a short-term madness under the Creeping Tarlight, they burst into a frenzied laughter. For the duration of the madness, they automatically fail any Stealth check they make, and all creatures in a 120-foot radius are alerted to their presence.

Long-Term

Whenever a character gains a long-term madness under the Creeping Tarlight, the demented laughter that grips their mind becomes untenable. For the duration of the madness, they find the darkest of things profoundly amusing. If they attempt to speak or cast a spell with a verbal component, they must succeed on a Madness DC Constitution saving throw to steady themselves or be unable to talk or cast the spell, wasting their action but not the spell slot, and instead giggle and smile. If one of their allies is reduced to 0 hit points, they explode with laughter, completely losing their focus, and are stunned until the start of their next turn.

Indefinite

A character that gains an indefinite madness under the Creeping Tarlight finds inner joy, and the laughter quiets. Roll a d100; on a result of 33 or lower, the character begins to laugh and regurgitate tar, which completely coats their body, acting like a battle armor, and their AC increases by 1; on a result of 34 or higher, the tar solidifies too much, and the character becomes petrified, their face frozen in a terrifying smile. Ending the petrification also ends the indefinite madness.

"Of all the moons, the Creeping Tarlight is the one most suited for hunting hordes of creatures, as they huddle like terrified cowards before detonating one after the other, as the explosion from their viscous skin spreads."

Carl Hassler

GLACIAL MOON

When the frozen celestial body ascends to its place in the night sky, it conjures forth the very essence of winter, blanketing the world with an unyielding blizzard that saps warmth from bones and clarity from thoughts. Few dare to brave the frigid streets during this time, for the perils that lurk in the shadows are as merciless as the cold itself.

When the Glacial Moon is visible, the following effects apply to the world.

Monsters

- Monsters gain resistance to cold damage; if they already have this resistance, they become immune to cold damage instead.

- They gain temporary hit points equal to their CR when the moon first rises (minimum of 1).

- If an undead creature is hit with a melee attack while they have these temporary hit points, the attacker takes cold damage equal to the initial number of temporary hit points.

Travel

The world is engulfed in a permanent blizzard that assaults the body and the mind and greatly limits visibility. Creatures other than monsters suffer a -10 penalty to Perception checks and their passive Perception. If a creature travels at a fast pace (as per the travel rules), they are considered blinded.

For each hour that passes, roll a d6. On a roll of 1, a strong blizzard wind rises. Each member of the party must succeed on a DC 14 Constitution saving throw or take cold damage equal to their level. In addition, whenever this blizzard rises, the party must succeed on a DC 16 Survival check or get lost. If they are lost, the group's travel time increases by two hours.

Madness

The madness section of each moon refers to a Madness DC, which is indicated in the following table.

AVERAGE PARTY LEVEL	MADNESS DC
1-4	11
5-8	13
9-12	15
13-16	17
17-20	19
21+	21

The cold paired with the madness slows the body. If a character gains a madness, be it short, long, or indefinite, they must make a Constitution saving throw against the Madness DC or gain one point of exhaustion. Characters with resistance or immunity to cold damage automatically succeed on this saving throw.

Short-Term

Whenever a character gains a short-term madness under the Glacial Moon, their body numbs and they suffer a -1d4 penalty to all attack rolls and saving throws until the madness ends.

Long-Term

Whenever a character gains a long-term madness under the Glacial Moon, they feel compelled to suffer the cold to cleanse their body. Whenever they are in extreme cold, to better feel the merciless bite of the cold against their skin, they remove all their clothing, save for their undergarments, and refuse to dress up. This weakens their body, giving them disadvantage on Constitution checks and Constitution saving throws while in the cold environment. Characters that are immune to cold damage do not suffer this effect.

Indefinite

A character that gains an indefinite madness under the Glacial Moon becomes numb to the world around them. Roll a d100; on a result of 33 or lower, the character's body becomes completely numb to all sensations, and they add their proficiency bonus to any Concentration checks and to any check made to endure pain. On a result of 34 or higher, the character's body suffers severe frostbite, numbing their nerves and body, crippling them. They have disadvantage on Dexterity checks and Dexterity saving throws, suffer disadvantage on all attack rolls made using Dexterity, and can't add their Dexterity modifier to their Armor Class or initiative rolls. This eldritch frostbite can only be cured if the madness is removed.

Roman Kuzmin

Phan Tuan Dat

GLOWERING MOON

It is the night of despair, the quiet voices of desperation in your head whispering to let go, to give up, what are we fighting for anyway, isn't it better to let go. We are worthless, we will be crushed, what reason is there to go on?

The darkness embraces us like an asphyxiating blanket of despair. The quiet voices in our heads grow louder, urging us to give up, to let go of hope. We wonder what the point of it all is. Why do we keep fighting when defeat is inevitable?

We are nothing, mere specks in the grand scheme of things. Our insignificance presses down on us, crushing us under its weight. The futility of it all is overwhelming. What reason is there to keep fighting, to keep living?

The darkness beckons, offering a release from the endless cycle of grief and misery. It is tempting to let go and fall into oblivion, to find peace in the eternal void.

When the Glowering Moon is visible, the following effects apply to the world.

Creatures

The Glowering Moon is only visible to creatures with an Intelligence score of 16 or higher, or a character level or CR higher than 4.

The moon, like the consuming mother, passes judgment on those who are not her kindred. Creatures that can see the moon, other than aberrations and monstrosities, suffer the following effects:

- They have disadvantage on death saving throws.
- While in direct moonlight, they are under the effect of the *bane* spell.
- Their walking speed is halved.

"It whispers, always. You'll be facing your deepest insecurities, and you might not emerge victorious."

Travel

The world is bathed in the sickening glow of the moon, casting its judgment on those who dwell beneath it. The eldritch gaze is draining, sapping willpower and at times even the will to live. It is critical to fight on and not give up, or risk losing oneself.

- All overland travel is made at half speed.
- For each hour that passes, roll a d6. On a 1, the moon's influence becomes too much for the party to bear. All characters in the party must succeed on a DC 13 Wisdom saving throw or fall unconscious until the moon sets. A character within 5 feet of an unconscious character can attempt to bring them back from the brink. To do so, they must take 1 minute to shake their friend from their torpor and must make a DC 13 Persuasion check, attempting to revive the fighting spirit left within their ally.

Madness

The madness section of each moon refers to a Madness DC, which is indicated in the following table.

AVERAGE PARTY LEVEL	MADNESS DC
1-4	11
5-8	13
9-12	15
13-16	17
17-20	19
21+	21

Whenever a character fails an ability check, their searing pain of failure shuts down any rational reasoning. They must succeed on a Wisdom saving throw against the Madness DC or gain one short-term madness.

Short-Term

Whenever a character gains a short-term madness under the Glowering Moon, they give up arms as despair overtakes them. The character drops all items they are holding and curls up into a ball, falling prone and becoming incapacitated until the madness ends. A character within 5 feet of an incapacitated character can use their action to shout into their comrades' ear, shocking their system awake and ending this despair.

Long-Term

Whenever a character gains a long-term madness under the Glowering Moon, their will to live slowly erodes. They have disadvantage on all Wisdom saving throws until the madness ends.

Indefinite

A character that gains an indefinite madness under the Glowering Moon is faced with their mortal insignificance and retreats within themselves. Roll a d100; on a result of 33 or lower, the character refuses such a fate and becomes immune to the effects of the Glowering Moon until it sets; on a result of 34 or higher, the character falls unconscious and cannot be awoken until the moon or the madness ends.

HOWLING MOON

Under the spectral pallor of the Howling Moon, eerie laments suffuse the night, heralding a time of transformation for those susceptible to the lunar body's sinister influence. This eldritch orb stirs the deepest emotions and lurking bestial nature within those who dwell within the accursed Luyarnha. As it rises, a chorus of pain mingles with the snarls of newly transformed beasts, sending shivers down the spines of those who bear witness to its ghastly ascent.

When the Howling Moon is visible, the following effects apply to the world.

Creatures

• The Moon amplifies all sounds, echoing through the city's madness. Whenever a creature deals thunder damage, it deals extra thunder damage equal to its proficiency bonus. In addition, all sounds can be heard from twice as far away.

• Under the influence of the moon, the howl of beasts becomes untenable. All beasts gain the following ability:

Howling at the Moon (Recharge 3-6). As a bonus action, the creature uses one of the following howls:

- Howl of Hatred. The monster unleashes a roaring howl. Each hostile creature within 10 feet of it must succeed on a Trait DC Constitution saving throw or be knocked prone and take 1d4 thunder damage.

- Howl of Healing. The monster beckons the moon for its healing properties and gains a number of temporary hit points equal to its CR (or level).

MONSTER CR	TRAIT DC
≤2	10
3-4	12
5-6	14
7-8	16
9-12	17
13-16	18
17-20	19
21+	20

Travel

Though the moon itself may not affect travel directly, the wild beasts it unleashes upon Luyarnha certainly do. For each hour the party travels, roll a d6. On a 1 or 2, the party encounters hostile beasts. The party can attempt to skirt around the beasts and move past them with a group Stealth check against a DC equal to the highest passive Perception of the beasts they could encounter. On a failure, roll a d4 instead of a d6 for the next hour of travel. If the party fails the saving throw by 5 or more, they are immediately noticed and attacked.

Madness

The madness section of each moon refers to a Madness DC, which is indicated in the following table.

AVERAGE PARTY LEVEL	MADNESS DC
1-4	11
5-8	13
9-12	15
13-16	17
17-20	19
21+	21

When the moon first appears, all humanoids must succeed on a Madness DC Wisdom saving throw or gain a short-term madness. Any humanoid that fails the saving throw by 5 or more gains a long-term madness instead.

In addition, the Howling Moon beckons the beast within. Whenever a roll is made on any Madness table, add +10 to the result, to a maximum of 100.

Short-Term

Whenever a character gains a short-term madness under the Howling Moon, their instincts become bestial. For the duration of the madness, they have advantage on Dexterity saving throws but lose the ability to make ranged attacks or cast spells with a range further than 5 feet, wanting to shed blood with their own two hands. Further, they have advantage on any unarmed strikes or attacks that use natural weapons.

Long-Term

If a character gains a long-term madness that turns them into a scourgeborne or beast, instead of lasting for the duration of the madness, the transformation becomes permanent, and it can be reverted only by a *greater restoration* or *wish* spell. If they transform into a beast due to this moon's influence, instead of falling under the GM's control, they retain their alignment and can identify friends, follow them, and even protect them. While transformed in this way, the first time they interact with a humanoid that they aren't acquainted with, they must make a Wisdom saving throw against the Madness DC. On a failure, they see them as prey and immediately attack in order to devour them, stopping only if they are knocked unconscious.

Indefinite

If a character gains an indefinite madness under the Howling Moon, their mind becomes bestial, though their body may not follow. Their Intelligence and Charisma scores are each reduced to 1, and their Wisdom score is reduced to 14 (if it is higher). They can't cast spells, activate magic items, understand language, communicate, or plan in any intelligible way. The character can, however, identify its friends, follow them, and even protect them. In addition, if the character gains a long-term or indefinite madness, they automatically roll a 100 on the percentile dice and a 10 on the d10, and the transformation becomes permanent.

Reminder: *On a 96-100 on the percentile dice and an 8-10 on the d10, your body transforms into a beast or monstrosity of the GM's choice with CR equal to half your level (rounded up). Apart from this, your transformation follows the rules of the polymorph spell, though if you are reduced to 0 hit points, you fall unconscious instead of reverting to your normal form.*

Nikulina Helena

KRAKENLIGHT

Navigators from all corners of the world are well aware that a full moon exerts a stronger pull on the tides. However, when eerie tendrils emerge from its surface, the moon turns into the Krakenlight, bending reality to its whims. This distorted celestial body heaves the waters of Luyarnha upward, suspending them in the heavens as a roiling, floating sea. Occasionally, monstrous denizens of the depths plummet from the sky, laying waste to those below. To those observing from afar, the city appears shrouded in a ferocious storm. Only upon entering Luyarnha's walls do they come face to face with the gravity-defying truth that lies beneath the tempest.

When the Krakenlight is visible, the following effects apply to the world.

Monsters

• The bodies of aberrations and humanoids become dank and slimy; spells and other magical effects cannot cause them to be restrained. These creatures can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that is grappling it. Finally, being underwater imposes no penalties on their movement or attacks.

• Monsters with a swimming speed of 30 feet or higher gain a flying speed equal to their swimming speed. If their speed is reduced to 0, instead of falling downwards as normal, they fall upwards, towards the water in the sky.

• Aberrations gain the Bioluminescent Lure action.

Bioluminescent Lure. As an action, the monster can create a light above its head that emits a dim glow in a 10-foot radius. Creatures that see the lure must make a Wisdom saving throw against the monster's Trait DC or be charmed. While charmed, they are incapacitated and are compelled to move towards the lure with their movement each turn, only ending their movement when in the light. The charm effect lasts for 1 minute or until the creature takes damage.

MONSTER CR	TRAIT DC
≤2	10
3-4	12
5-6	14
7-8	16
9-12	17
13-16	18
17-20	19
21+	20

Travel

While the Krakenlight's sinister tendrils unfurl and reach towards the world below, Luyarnha is drenched in the waters of the churning sea above, cascading torrents soaking the city streets. Despite their fearsome appearance, the monstrous limbs gracefully avoid all solid structures, never causing destruction in their wake. Luyarnha remains unscathed, even as its inhabitants bear witness to the Krakenlight's apocalyptic display.

The world is beset by heavy rains. Your travel pace is halved. If you finish a long rest without cover from the rain, you must succeed on a DC 12 Constitution saving throw or you don't gain the benefits of the long rest. The rain lightly obscures everything in the area that isn't covered, extinguishes open flames, and imposes disadvantage on Perception checks that rely on sight or hearing.

In addition, the tentacles erupting from the moon move unpredictably, sometimes sweeping down to ground level before returning to the sky. For each hour that passes, roll a d12. On a 1, a tentacle unfurls near the party. A creature can grab onto the tentacle with a successful DC 14 Athletics check. If any creatures grab and hold on to the tentacle, roll a d6. On a 1 - 5, the tentacle drags any creatures holding on 1000 feet in a random direction before vanishing, dropping all creatures, who each take 5d6 falling damage as they tumble to the ground. On a 6, the tentacle drags each creature into the sky ocean.

Carl Hassler

Madness

The madness section of each moon refers to a Madness DC, which is indicated in the following table.

AVERAGE PARTY LEVEL	MADNESS DC
1–4	11
5–8	13
9–12	15
13–16	17
17–20	19
21+	21

The waters agitate the madness within. Whenever a character succeeds on a saving throw against madness under the Krakenlight, they expunge it physically in the form of an inkcloud. They release a 15-foot-radius sphere of ink centered on them. The sphere spreads around corners, and its area is heavily obscured. It lasts until the end of the character's next turn.

Short-Term

Whenever a character gains a short-term madness under the Krakenlight, they become mesmerized by the roiling storm of sea and tendrils above, falling prone and having their movement speed reduced to 0 until the end of their next turn.

Long-Term

Whenever a character gains a long-term madness under the Krakenlight, they feel their body begin to mutate uncontrollably, trying to merge with the aquatic sky above, particularly when under stress. Whenever they are in combat, they must roll a d4 at the start of each of their turns. On a roll of 1, their body contorts in non-euclidean angles, causing them to writhe under the immense pain; their movement speed is halved, and they have disadvantage on all attack rolls and saving throws until the start of their next turn, where they regain temporary control of themselves.

Indefinite

A character that gains an indefinite madness under the Krakenlight begins to turn into a being of the depths. Roll a d100; on a result of 33 or lower, for the duration of the madness, the character gains the effects of the *freedom of movement* spell, though if they take lightning damage, they become paralyzed until the start of their next turn; on a result of 34 or higher, their body mutates, growing fins and gills, and for the duration of the madness, they must be underwater to breathe or talk, or they otherwise begin choking.

SANGUINE ECLIPSE

The Sanguine Eclipse casts its sinister, bloodstained shadow across the land. Amidst the darkness of its eternal embrace, the moon emanates a sanguine glow, appearing as if droplets of blood were cascading from its obscured body. This harrowing sight holds a malevolent sway over Luyarnha, igniting the minds of the populace with a maddening rage that consumes reason and compassion, exposing the frailty of bonds forged in love and trust.

When the Sanguine Eclipse is visible, the following effects apply to the world.

Creatures

• The moon beckons. Any creature that stays under direct moonlight for more than 1 minute at a time must succeed on a Madness DC Wisdom saving throw or gain a short-term madness.

• The Scent of blood and fear is thick in the air. Beasts gain advantage on attack rolls against frightened creatures.

• The despair wrought by the celestial body is contagious. When a creature not currently under the influence of the Sanguine Eclipse (i.e., that isn't under the influence of a madness gained under a Sanguine Eclipse) sees one of its allies fall unconscious, it must succeed on a Madness DC Wisdom saving throw or automatically gain 2 failed death saving throws the next time they fall unconscious as a result of falling to 0 hit points. This curse of inescapable doom lasts until the moon sets or if it is removed by the *remove curse* spell or similar magic.

Travel

A bloody miasma dimly lights the streets of Luyarnha. The maddening influence of the moon makes traveling under a Sanguine Eclipse near impossible, unless protected from direct moonlight (see Creatures, above).

Madness

The madness section of each moon refers to a Madness DC, which is indicated in the following table.

AVERAGE PARTY LEVEL	MADNESS DC
1-4	11
5-8	13
9-12	15
13-16	17
17-20	19
21+	21

Whenever a character gains a madness under the Sanguine Eclipse, they must succeed on a Madness DC Wisdom saving throw or become frenzied for the duration of the madness or until the moon sets, whichever is shorter. While frenzied, they view their allies as enemies and must use their turns attempting to kill them. They prioritize killing in order of affection, meaning the closer they are to a person, the stronger the urge to kill them, with the strongest being that between mother and child. Characters that are immune to the charmed condition or have advantage on saving throws against charm effects have advantage on this saving throw.

Short-Term

Whenever a character gains a short-term madness under the Sanguine Eclipse, they grow claws to rip through the body of their new-found prey. They can use these claws as unarmed strikes, using their Strength or Dexterity modifier for attack and damage rolls (whichever is higher), and dealing 1d8 magical slashing damage on a hit.

"Stay locked in and do not leave your home. A sanguine eclipse has risen tonight."

Long-Term

Whenever a character gains a long-term madness under the Sanguine Eclipse, they grow fangs capable of feeding them the blood of their loved ones. Once per turn, they can replace one melee attack with a fang attack, using their Strength or Dexterity modifier for attack and damage rolls (whichever is higher). On a hit, the fangs deal 1d6 magical piercing damage and the character gains half the damage dealt in temporary hit points. In addition, the character develops sunlight sensitivity for the duration. While in sunlight, they have disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

Indefinite

A character that gains an indefinite madness under the Sanguine Eclipse begins to succumb to their newfound bloodlust. Roll a d100; on a result of 33 or lower, the character can ignore the effects of gaining a madness under the Sanguine Eclipse until the current eclipse sets; on a result of 34 or higher, their creature type becomes undead, and when they hit with their fang attack (if they have one), they can choose to regain hit points instead of gaining temporary hit points. Additionally, they gain the urge to feed on blood. Each day that they don't feed on the blood of a humanoid, they gain 1 level of exhaustion. They also gain a flying speed equal to their walking speed as long as they remain in darkness.

Carl Hassler

SCORCHING MOON

A burning omen blazes across the heavens. This orb enshrouded in incendiary wrath, known as the Scorching Moon, bathes the world beneath it in a torrent of seething flames, its fury manifesting in a maelstrom of fire and smoke engulfing Luyarnha. Yet, a treacherous deception hides amongst the infernal spectacle. In this tempest of fire and destruction, most of the flames are mere illusions, ephemeral embers that confound and disorient the unwary. These roaring flames, like the phantasmal tendrils of some cosmic leviathan, seem to reach out for the living. However, within this dance of false flames, genuine infernos are birthed, scorching and consuming those who fail to discern the difference.

When the Scorching Moon is visible, the following effects apply to the world.

Monsters

- Monsters gain resistance to fire damage; if they already have this resistance, they become immune to fire damage instead.

- Their melee weapon attacks deal extra fire damage equal to their CR (minimum of 1).

- Beasts gain the following trait:

> ***Fire Charge.*** *If the monster moves at least 20 feet straight toward a creature and then hits it with a melee attack on the same turn, that target must succeed on a Strength saving throw (DC = Trait DC + monster's Strength modifier) or be knocked prone and take fire damage equal to the Trait Damage (see table below).*

MONSTER CR	TRAIT DC	TRAIT DAMAGE
≤2	10	1d4
3-4	10	1d6
5-6	11	2d6
7-8	11	3d6
9-12	12	4d6
13-16	13	5d6
17-20	14	6d6
21+	15	7d6

Travel

The world is engulfed in the flames of the Scorching Moon. Soot and searing heat fill the air. Illusory fires are visible everywhere, lighting the night in orange flames, in sharp contrast to the black sky. These illusions hide real fires that devour those who aren't careful.

Columns of fire erupt from the ground. For each hour that passes, roll a d6. On a roll of 1, a column appears under the party. Each member of the party must succeed on a DC 14 Dexterity saving throw or take fire damage equal to their level. If a creature has encountered the Scorching Moon before, it can attempt a DC 14 Survival check instead of the Dexterity saving throw, avoiding the real flames and only passing through the illusory ones. If a creature travels at a slow pace (as per the travel rules), it gains advantage on these ability checks and saving throws, and can make the Survival check even if it has never encountered the Scorching Moon before.

Madness

The madness section of each moon refers to a Madness DC, which is indicated in the following table.

AVERAGE PARTY LEVEL	MADNESS DC
1-4	11
5-8	13
9-12	15
13-16	17
17-20	19
21+	21

The flames stoke the madness within. If a character takes fire damage equal to their level or higher in a single turn, they must succeed on a Wisdom saving throw against the Madness DC or gain one short-term madness.

Short-Term

Whenever a character gains a short-term madness under the Scorching Moon, their body catches fire and they take 1d4 fire damage at the start of each of their turns. Additionally, their melee attacks deal an extra 1d4 fire damage on a hit. The fire ends if the character or a creature within 5 feet of them uses an action to douse them, or after 1 minute.

Carl Hassler

Long-Term

Whenever a character gains a long-term madness under the Scorching Moon, they feel the flames calling them for as long as the Scorching Moon is out. Whenever they see an open flame larger than 1-foot in diameter (such as a bonfire but not a torch), they must make a Wisdom saving throw against the Madness DC or become charmed by the flame. While charmed in this way, the creature is incapacitated and has a speed of 0. The effect ends on a creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor. If a creature's saving throw is successful or the effect ends for it, the creature is immune to being charmed by that flame for the next 24 hours.

Indefinite

A character that gains an indefinite madness under the Scorching Moon has their soul seared. Roll a d100; on a result of 33 or lower, the character gains resistance to fire damage; on a result of 34 or higher, the character gains vulnerability to fire damage. This effect lasts until that madness is cured.

SHATTERED MOON

No one remembers what the Shattered Moon was before it was destroyed, or even what broke it. Only high ranking hunters and clergy members have heard the rumors; Vicar Prisicilla lost her sanity and Steinhardt was lost the day this astral body was destroyed.

When the Shattered Moon is visible, the following effects apply to the world.

Creatures

- Creatures have advantage on Stealth checks.
- Creatures have disadvantage on Perception checks.
- Humanoids have advantage on saving throws against madness.

Travel

The world bathes in the light of the Shattered Moon. It has a soft glow, bright yet peaceful—a rare sight in Luyarnha. Although it has lost much of its power, the moon's destruction isn't without consequences.

Lunar Shower

Fragments of the moon frequently fall upon the world. For each hour that passes, roll a d4. On a roll of 1, a lunar shower begins, which lasts for 1d6 x 10 minutes. During the lunar shower, a rain of ephemeral light falls upon the world. This rain dispels all spells of 5th level or lower upon contact, ends concentration, and halves the range of all magics (to a minimum of 5 feet). Although it looks like solid fragments, the shards of the moon are weightless figments of light.

Creatures with a passive Perception of 15 or higher can see these fragments falling towards them 1 minute before the lunar shower begins.

Geistnacht

When the moon first appears, roll a d4. On a 1, the moon is a Geistnacht, in which case, when it shatters, it does so completely silently, unlike its usual massive shattering sound that echoes through the walls of Luyarnha.

The Geistnacht lasts for the duration of the moon, and during it, spirits borne of the moon fly down towards the city looking for souls to harvest. These spirits are sent by eldritch entities under the influence of the moon, trying to mend it and make it whole again.

During a Geistnacht, for each hour the party travels, roll a d6. On a 1 or 2, the party encounters hostile undead. The party can attempt to skirt around the undead and move past them with a group Stealth check against a DC equal to the highest passive Perception score of the undead they could encounter. On a failure, roll a d4 instead of a d6 for the next hour of travel. If the party fails the saving throw by 5 or more, they are immediately noticed and attacked.

Madness

The madness section of each moon refers to a Madness DC, which is indicated in the following table.

AVERAGE PARTY LEVEL	MADNESS DC
1-4	11
5-8	13
9-12	15
13-16	17
17-20	19
21+	21

The Shattered Moon lost much of its maddening aura when it was destroyed; it now seeks to become whole again.

Short-Term

Whenever a character gains a short-term madness under the Shattered Moon, the moon attempts to mend its wounds by absorbing part of the character's life. For the duration of the madness, the character takes 1d6 necrotic damage at the start of each of their turns. Any magical healing chases the moon's influence away and stops the damage from recurring.

Long-Term

Whenever a character gains a long-term madness under the Shattered Moon, the astral body's influence over the character's body becomes more aggressive. One of the creature's limbs shatters and becomes completely unusable. The character takes 2d6 necrotic damage and must roll a d4 to determine which limb breaks, using the following table:

D4	Limb
1	**Right Arm:** You can no longer hold anything with two hands, and you can hold only a single object at a time.
2	**Left Arm:** You can no longer hold anything with two hands, and you can hold only a single object at a time.
3	**Right Leg:** Your base walking speed is reduced to 5 feet. If you still have at least one leg, you can use a crutch or cane to move at half your original base speed.
4	**Left Leg:** Your base walking speed is reduced to 5 feet. If you still have at least one leg, you can use a crutch or cane to move at half your original base speed.

The broken limb is untreatable while the Shattered Moon is out. After the moon sets, a healing spell of 4th level or higher can restore the limb to its original state.

Indefinite

A character that gains an indefinite madness under the Shattered Moon becomes its prey, a meal to invigorate it. Roll a d100; on a result of 33 or lower, the moon's powers fail before devouring the character, only absorbing the insanity; the character is cured of all madness effects afflicting them. On a roll of 34 or higher, the character's body is consumed by the moon and they take 10d6 + 40 necrotic damage. If this damage reduces the character to 0 hit points, they are disintegrated into particles of lights that float towards the moon before vanishing.

Carl Hassler

SLUMBERING MOON

"The moon is a mirror reflecting our sins; we cannot escape from this purgatory until we repent."

—Followers of the Apocalypse.

The Slumbering Moon looks like a normal moon, and when it is visible, the following effects apply to the world.

Creatures

Gazing at the Moon. A creature that can see the moon can use its action to make a DC 19 Intelligence check as it gazes deeply into the distorted reflection of the world the moon provides. On a success, the creature channels eldritch energy and teleports as if it had cast the *dimension door* spell. On a failure, the creature gains a short-term madness, is randomly teleported to an empty space within 500 feet of its original location, and has resistance to falling damage until the end of its turn. Aberrations automatically succeed on this check.

Travel

Any character that has seen this moon, directly or not (even witnessing a painting of this moon is sufficient), falls under its influence. While influenced in this way, if a character leaves Luyarnha, the next time they take a long rest, they wake up in a familiar location within the city. If they are unfamiliar with Luyarnha, they wake up in a random street of the city. If a character hasn't taken a long rest within 24 hours of leaving the city, they fall unconscious, even if they are immune to the condition.

Regardless of what happens, they'll wake up with no memories of ever leaving the city, or wanting to leave the city, or making any plans to leave it. The memories of others that are aware the characters left or wanted to leave will also be altered to fill the gaps with another plausible event. For example, instead of planning to take a boat to sail away, the characters recall they wanted to use it to go fishing, but got cold feet and decided to go drinking, meet with a lover, or simply get a good night of sleep.

Anytime this curse activates after the first, a character must succeed on a Wisdom saving throw against the Madness DC or gain a long-term madness upon waking up. On a success, they instead gain a short-term madness.

This lunar affliction can only be dispelled by a *wish* spell or if the moon is banished.

Madness

The madness section of each moon refers to a Madness DC, which is indicated in the following table.

AVERAGE PARTY LEVEL	MADNESS DC
1-4	11
5-8	13
9-12	15
13-16	17
17-20	19
21+	21

Short-Term

Whenever a character gains a short-term madness under the Slumbering Moon, they forget how to use certain skills, even ones they have trained for decades. For the duration of the madness, the character loses proficiency in a weapon or is unable to cast one spell, even if it is known or prepared (GM's choice).

Long-Term

Whenever a character gains a long-term madness under the Slumbering Moon, their memory slowly fades. They have disadvantage on any Arcana, History, or Religion checks for the duration of the madness.

Indefinite

Whenever a character gains an indefinite madness under the Slumbering Moon, their memory is permanently compromised. They lose the ability to remember anything that happens while under the effect of the madness. If the madness does end, they do not remember anything that happened while under the effect of it.

Carl Hassler

VACUOUS MOON

A grim curse, an unnatural celestial phenomenon descending upon the world—the Vacuous Moon. Resembling naught but a gaping maw of shadows, it swallows all light, casting the land into an all-consuming darkness. This sinister moon, akin to a black hole in the firmament, brings forth terrors from beyond the veil, revealing a realm of spectral agony visible only to those with the dread fortune of perceiving the ethereal. In this adjacent plane, ghastly spirits writhe in torment, suspended upside down by iron chains that ensnare their necks. Their frightful visages, twisted by suffering, emit harrowing wails that rend the air, filling the hearts of those who bear witness with dread.

When the Vacuous Moon is visible, the following effects apply to the world.

Monsters

- Monsters of CR 5 or lower are blinded.
- Monsters gain blindsight out to 30 feet.
- Monsters have advantage on Perception checks that rely on hearing or smell.
- Monstrosities gain the following trait:

> ***Void Step.*** *After the monster is damaged by a ranged attack, it can use its reaction to teleport to an empty space within 5 feet of the attacker and make a single melee weapon attack against it.*

Roman Kuzmin

Travel

The world is engulfed in the darkness of the Vacuous Moon. The light of torches barely illuminates the filth-ridden streets, and screams of madness echo through the night as the void weakens the barrier between the afterlife and reality.

Staring into the abyss

If a character looks directly at the moon for more than 6 seconds, they are faced with the depths of the abyss, which gazes back at them. They must succeed on a Wisdom saving throw against the Madness DC or gain a short-term madness. The first time in a day that a character gains the ability to see invisible creatures or objects (such as the *see invisiblity spell* or with *truesight*), they are compelled to stare at the moon for a round.

Vacuous Light

The void absorbs all light:

- Darkvision doesn't function.
- Dim light becomes darkness.
- A creature that can see invisible creatures and objects doesn't suffer disadvantage on perception checks due to darkness.
- Creatures have disadvantage on saving throws against madness while not in bright light.

Madness

The madness section of each moon refers to a Madness DC, which is indicated in the following table.

AVERAGE PARTY LEVEL	MADNESS DC
1-4	11
5-8	13
9-12	15
13-16	17
17-20	19
21+	21

The void wears a heavy toll on the mind. Whenever a character fails a Wisdom saving throw, they gain one short-term madness (saving throws against madness do not trigger this effect).

Short-Term

Whenever a character gains a short-term madness under the Vacuous Moon, they see their regrets and sorrows take life. They are under the effect of the *see invisibility* spell for the duration of the madness. The effects of the spell cause them to see the shadowy figures of all the loved ones they lost, hanging upside down, chains wrapped around their neck, floating towards the moon. Observing that which should be reserved to the dead shatters one's psyche; they become frightened for the duration of the madness.

Long-Term

Whenever a character gains a long-term madness under the Vacuous Moon, the shadows they saw previously now become as clear as day, an image indistinguishable from reality. They are under the effect of the *see invisibility* spell and have disadvantage on all attack rolls, as they lose the ability to differentiate between reality and the beyond for the duration of the madness. A blinded creature doesn't suffer from this effect.

Indefinite

A character that gains an indefinite madness under the Vacuous Moon loses their grip on reality. Roll a d100; on a result of 33 or lower, the character becomes part of the void, and is able to cast the *blink* spell on itself at will, without providing components, shifting between planes of existence. If they use the spell 3 times in a day, when the spell ends, the character comes back into reality without their eyes and becomes permanently blinded. On a result of 34 or higher, figures of their past rip out the character's eyes before vanishing into the void with them, leaving the character permanently blinded.

Carl Hassler

YELLOW CROWN

The Yellow Crown is a moon but in name. Carved with a sign of eldritch power, it turns Luyarnha into a haunting, ethereal dimension, as if the very fabric of reality was warped and corrupted. A hazy, almost suffocating atmosphere pervades the world, shrouding it in an eerie and unsettling twilight. The colors are muted, and the once bright and lively scenery of Luyarnha is reduced to mere silhouettes and ghostly echoes of its former self. The air is thick with an oppressive sense of dread and melancholy, as though the land itself mourns its lost splendor.

In the uneasy light that permeates even the darkest shadows, the only bright sources of light in this gloomy realm are the occasional faint glimmers that pierce through the murky twilight, erupting from the ground like the dying embers of a once roaring fire.

Creatures

• Whenever a creature deals radiant damage, their attack explodes in a burst of radiance, overcharged by the carving on the moon. If the attack, ability, or spell that deals radiant damage has a radius, the radius is increased by 5 feet. If it targets a point or a single creature, it targets a 10-foot radius instead. If an attack, ability, or spell has an effect other than the radiant damage, only the radiant damage has its radius increased. This radiant damage can also damage the creature that made the attack, used the ability, or cast the spell.

• Artwork, literature, and music completed under the influence of the Yellow Crown take on an unsettling quality, with the power to corrupt or harm those who experience them, though they become that much more sumptuous. Creatures that listen to this music or look upon this art for longer than 1 minute gain disadvantage on their next saving throw against madness.

• The light chases away darkness, yet beckons the embrace of death: humanoids have advantage on saving throws against the frightened condition and disadvantage on death saving throws. Only the strong shall survive.

Travel

The moon illuminates the entire city in bright light. This light is considered both daylight and moonlight. In addition, particles float through the air, seemingly emerging from the ground, only to merge with the skies above.

Darkness is reduced to dim light, and dim light is considered bright light, even if the origin of such darkness or dim light is magical.

This permanent light makes traveling hidden inconvenient at best and impossible at worst. Stealth checks made while traveling suffer a -10 penalty.

Madness

The madness section of each moon refers to a Madness DC, which is indicated in the following table.

AVERAGE PARTY LEVEL	MADNESS DC
1-4	11
5-8	13
9-12	15
13-16	17
17-20	19
21+	21

While the Yellow Crown is visible, characters that gain a madness are gripped by the visions of the original city that lies beyond the veil, where all things originate, and where all things are doomed to end. The swirling visions assault their minds, and they learn information about a random location, character, or event of the GM's choosing. The information is engulfed in madness and their mind has a hard time processing it. The GM rolls a d2. On a 1, the information they learn is true, and on a 2, the information they learn is false; the character has no way of knowing if the information they learned is true or not.

Short-Term

Whenever a character gains a short-term madness under the Yellow Crown, they develop a tremendous fear of darkness and an obsession with light. If they do not end their turn in bright light, they have disadvantage on all attack rolls, ability checks, and saving throws until the end of their next turn. If they start their turn and aren't in bright light, they must use their movement to reach the closest empty space that is in bright light. If at the end of their movement they aren’t in bright light, they must use their action to Dash toward the bright light. If no such space is visible, they can use their movement and action as normal.

Indefinite

A character that gains an indefinite madness under the Yellow Crown begins to irradiate with incandescent light. Roll a d100; on a result of 33 or lower, the character can harness this light into ephemeral wings of light; if they start their turn in bright light, they can use a bonus action to gain a flying speed of 40 feet until the end of their next turn. On a result of 34 or higher, the character begins to glow uncontrollably, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. While glowing in this way, the character gains no benefit from finishing a short or long rest.

Long-Term

Gaining a long-term madness during the prolonged exposure to the light of the Yellow Crown has given a character photophobia, and the sheer presence of light is enough to cause them tremendous pain. If a character ends their turn in bright light, they must succeed on a Madness DC Constitution saving throw or become poisoned for 1 minute, even if they are immune to the poisoned condition. Effects that cure poison, such as the *lesser restoration* spell, can end the condition early, though if they expose themselves again, they’ll become poisoned once more.

Caio Santos

Art by Caio Eduardo Santos

MONSTERS

RULE: COMBINED MONSTER TYPES

If a creature has two creature types, it is susceptible to all effects that would affect either of its types. For example, a creature that is 'humanoid & undead', is susceptible to both the *hold person* spell and the *protection from evil and good* spell.

Effects that can affect both creature types don't stack on top of each other. For example, if a creature that is 'fiend & undead' is damaged by a paladin's Divine Smite, it would still only take an additional 1d8 damage, not 2d8.

Finally, due to their warped anatomy, creatures that are 'beast' alongside another creature type **can't** be transformed into (such as via *polymorph* or a druid's Wild Shape).

RULE: LOSING LIMBS

Many monsters and effects in *Steinhardt's Guide to the Eldritch Hunt* can cut off limbs or other body parts. The following table details what happens depending on which limb is cut, unless otherwise specified by the effect:

LIMB	EFFECT
Right Arm	You can't hold anything with two hands and you can hold only a single object at a time.
Left Arm	You can't hold anything with two hands and you can hold only a single object at a time.
Right Leg	Your base walking speed is reduced to 5 feet. If you still have at least one leg, you can use a crutch or cane to move at half your original base speed.
Left Leg	Your base walking speed is reduced to 5 feet. If you still have at least one leg, you can use a crutch or cane to move at half your original base speed.
Gut	You take an additional 11 (2d10) necrotic damage at the start of each of your turns as you bleed out for 1 minute, or until you receive magical healing.
Head	Time to roll a new character. A creature that loses its head dies if it can't live without it.

Dark Lord Studios

PARASITIC GEIST

Parasitic geists are defined by their unnerving appearance and insatiable appetite for living creatures. These once-living beings each met a particularly brutal end, often on nights of the hunt, and were cursed by the city to become voracious apparitions. They have become trapped in a never-ending cycle, feeding on the living in an attempt to regain some semblance of their former selves, but in vain.

Parasitic geists lost their bodies along with their minds, resembling floating heads with long, writhing tendrils protruding from their ghostly faces. They use these tendrils as a means of feeding, breaking through the skin of unsuspecting victims and draining their life, guided by nothing more than a visceral hunger. The ethereal appearance of these walking corpses is hard to perceive with the naked eye, flickering in and out of existence, phasing through solid structures.

These monsters are drawn to places where people are experiencing severe emotional or physical pain—grim banquets of blood and agony. Graveyards, battlegrounds, and other locations where death and violence prevail are where they are most often found.

Parasitic Geist

Small undead, neutral evil

Armor Class 11
Hit Points 10 (3d6)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	3 (-4)	12 (+1)	13 (+1)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't moongilded or silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 1/4 (50 XP)

Incorporeal Movement. The geist can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the geist has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

Actions

Devour Life. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 6 (2d4 + 1) necrotic damage and the geist attaches to the target. While attached, the geist can't use this attack. Instead, at the start of each of the geist's turns, the target takes 6 (2d4 + 1) necrotic damage. The geist moves with the target and can detach as a bonus action.

Roman Kuznin

Fallen Luyarnhian

Medium beast & humanoid (any race), chaotic evil

Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	3 (-4)	11 (+0)	5 (-3)

Skills Athletics +4
Senses passive Perception 10
Languages Common (can't speak coherent sentences)
Challenge 1/2 (100 XP)

Keen Hearing and Smell. The fallen has advantage on Perception checks that rely on hearing or smell.

Pack Tactics. The fallen has advantage on an attack roll against a creature if at least one of the fallen's allies is within 5 feet of the creature and the ally isn't incapacitated.

Visceral Strike. The fallen deals an additional 4 (1d8) piercing damage when determining the extra damage for a critical hit it scores against a creature with a melee attack.

Actions

Claw. Melee *Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Variant: Bloated Nightmare

Some fallen are bloated with bestial energy from their over-exposure to the Scourge. These fallen are distinguishable from others of their kind by their distended and swollen abdomen. They gain the following trait.

Fallen Echoes. If the fallen is killed by a hostile creature, it explodes in a crimson mist. All creatures that are allied to it within 30 feet of it become enhanced for 2 rounds (on this initiative count, losing initiative ties). Whenever an enhanced creature makes an attack roll, saving throw, or ability check, the target can roll a d6 and add the number rolled to the result.

FALLEN LUYARNHIAN

These dread-filled monstrosities are the harbingers of the Scourge. Uncannily mirroring the appearance of scourgeborne, the fallen Luyarnhians are an abomination born of this dark corruption that began in the Ruby District. Sufficient instincts lingers within them to make them formidable adversaries for the unprepared. They clutch onto torches, a flicker of rationality trying to ward off the encroaching darkness. Yet, this act merely serves to cast long, monstrous shadows, turning the district into a nightmarish landscape.

Rastislav Le

Art by Rastislav

CORVIAN DWELLER

The corvian dwellers began appearing in the Ruby District, their warped form eerily similar to that of the scourgeborne, like fallen Luyarnhians . Their wings, heavy and matted with grime, are incapable of lifting them high enough to escape the district's confines—a blessing to others, else they'd carry their plague beyond the barricaded borders of the Ruby District.

Corvian Dweller

Medium beast & humanoid, chaotic evil

Armor Class 13 (natural armor)
Hit Points 49 (9d8 + 9)
Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+1)	3 (-4)	13 (+1)	4 (-3)

Skills Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages -
Challenge 1 (200 XP)

Broken Wings. The corvian dweller falls if it ends its turn in the air and nothing else is holding it aloft.

Mimicry. The corvian dweller can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 11 Insight check.

Actions

Multiattack. The corvian dweller makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Talons. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

Reactions

Wing Flutter. If the corvian dweller's speed isn't 0, and it is targeted by a melee attack, it flaps its wings in defense. It moves 5 feet, and makes a Dexterity saving throw with a DC equal to the attacker's attack roll's total. On a success, it evades completely and the attack misses. On a failure, it halves the attack's damage against itself if the attack hits. This movement doesn't provoke opportunity attacks.

Rastislav Le

GEIST

Geists are two souls intertwined in a solemn dance of despair and suffering. Created by the will of a Great One, these souls ripped from fallen bodies now do their creator's bidding without judgment or rationale. While their appearance differs from typical ghosts, they too glide through the air with the same eerie motions as their undead brethren. Their form twists and changes, capable of resisting even the blows of magical weapons. Their existence is the reason why most hunters carry plain steel weapons as back up.

Dying Breed. When the moon was shattered, most geists broke along with it. This was the undeniable proof that the hunters had the powers to break and end the Scourge afflicting them. In Luyarnha, death offers no respite; a person's body and soul risk becoming the tortured pawns of vile masters, thus the denizens of the city show a fighting spirit rarely seen elsewhere.

Geist

Medium undead, chaotic evil

Armor Class 12
Hit Points 22 (5d8)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, fire, lightning, necrotic, thunder

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Abhorrent Body. The geist can assume either an ethereal or material form. In its ethereal form, it has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't moongilded or silvered. In its material form, it has resistance to bludgeoning, piercing, and slashing damage from magical attacks that aren't moongilded or silvered. The geist can change form as a bonus action. The geist's other traits and actions are determined by its form.

Death Burst (Material Form). When the geist dies, it explodes in a burst of poison. Each creature within 5 feet of it must make a DC 10 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

Incorporeal Movement (Ethereal Form). The geist can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. If it changes to its material form while inside an object, it takes 11 (2d10) force damage and is shunted to the nearest unoccupied space.

Sunlight Sensitivity (Ethereal Form). While in sunlight, the geist has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

Actions

Glacial Touch (Ethereal Form). *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Rotten Touch (Material Form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) poison damage and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Caio Santos

ENHANCED PATIENT

Enhanced patients are victims of a macabre surgical practice designed to augment their latent psychic abilities. In an ungodly exchange, their natural sight is forever relinquished, alongside most of their intellect, instead replaced by the chilling cold of the Ocular Apparatus. This metal device, fused directly into the patient's eye socket, opens pathways to metaphysical visions beyond comprehension, linking the frail mortal consciousness with something far greater and more terrifying.

These manipulated individuals, forever blinded to mortal sight, are left suspended in a perpetual state of ethereal revelation, their minds teetering on the brink of cosmic comprehension and madness, bestowing upon them a set of nascent psychic abilities. As living conduits to the cosmos, they form the crux of the Obitus Scholare's ongoing research—the price of their sanity, a small offering for the promise of cosmic enlightenment, holding the key to creating something far greater than meager jaegers.

Enhanced Patient

Medium humanoid (any race), any chaotic

Armor Class 12 (natural armor)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	10 (+0)	6 (-2)	10 (+0)	14 (+2)

Condition Immunities blinded

Senses tremorsense 20 ft., passive Perception 10

Languages understands Common but can only speak in short incoherent sentences

Challenge 2 (450 XP)

Ocular Apparatus. The device grafted onto the patient's head opens its mind to the beyond. It is blind.

Mad Strength. The patient deals an additional 3 (1d6) psychic damage when it hits with any melee attack. (included in the statblock.)

Actions

Multiattack. The patient makes one attack with its metal limb. On a hit, the patient can make one bite attack against the same target.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage and 3 (1d6) psychic damage, and the patient regains hit points equal to the piercing damage dealt.

Metal Limb. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning or slashing damage (patient's choice) and 3 (1d6) psychic damage.

Bonus Actions

Wail of Insanity (Recharge 6). The patient unleashes the chaos within itself. A creature of the patient's choice within 5 feet of it must succeed on a DC 12 Wisdom saving throw or gain a short-term madness.

"Oh dearest saint, can you hear me? I will be helpful, I swear!
Please don't leave me alone, it's so dark here..."

ZEALOT

Zealots are fanatical followers of the Radiant Church. The Church believes that the Radiant One holds the key to free Luyarnha of its scourge, just as he brought them enlightenment. As such, these zealots do their utmost to spread their message and gather converts. They know that actions speak far louder than words and as such are always at the forefront of each hunt. They are trained in the art of combat, but they prefer to use their abilities to heal and support their allies, strengthening the faith of their comrades through their unwavering devotion. They are often willing to make the ultimate sacrifice in the name of their deity, if it means saving their kin.

Zealot

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)
Hit Points 27 (5d8 + 5)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +5
Senses passive Perception 13
Languages any two languages
Challenge 2 (450 XP)

Spellcasting. The zealot is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The zealot has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, silvered shell*†
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *mass healing word, protection from energy*

† *SGttEH*

Call to Radiance. As a bonus action, the zealot can expend a spell slot to magically imbue its weapons with divine power. Until the end of the turn, its melee weapon attacks deal an extra 10 (3d6) radiant damage on a hit. If the zealot expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Despite their peaceful demeanor, zealots are capable of incredible violence, driven by their faith to defend the Radiant Church and its followers. Although their doctrine is one of tolerance, direct insults to their god are deemed heretical and they will not hesitate to use their powers to quiet the offender. They are often seen leading Radiant Church expeditions, accompanied by a retinue of hunters, as they seek to bring the light back to Luyarnha after its fall from grace.

Roman Kuzmin

BUTCHER

Cursed-bloods are brave beyond reason, beings willing to go to dangerous lengths to protect their family; butchers are part of the many that have sacrificed more than their lives to defend their loved ones.

Lunar Rebirth. For a cursed-blood, removing their mask causes excruciating pain, akin to the agony of being scalped, before causing a horrific death. One dangerous way of acquiring power is for cursed-bloods to, as they approach the end of their life, perform such an act on a night where the Blood Moon is high. All die immediately, their hearts withering; but for a chosen few, a horrific rebirth is granted. Willful subjects to the twisted influence of the astral body, their flesh contorts and mutates in ways that defy the natural order; the lost twin embedded in their chest is resurrected, and its new eye opens to survey the world from within their abominable form. The transformation isn't without cost, as the cursed-blood's mind fractures and its memories fade away, leaving behind only a fierce bloodlust that compels them to slaughter the aberrant.

Eternal Hunt. Now consumed by eldritch power and stripped of their intellect, they are immune to the creeping tendrils of madness that would drive others to insanity. Before their rebirth is complete, an elder of the tribe bestows upon them a red cloth that covers their face, so that the actions from their new body may not tarnish the previous life they led. The newly birthed butcher soon begins their hunt, relentlessly cleaving the beasts that plague the city, though in their mindless zealotry, they often strike down even those that have yet to transform.

Butcher

Large humanoid & monstrosity, lawful neutral

Armor Class 13 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	12 (+1)

Skills Perception +5
Damage Resistances piercing; bludgeoning and slashing from nonmagical attacks that aren't silvered
Condition Immunities madness
Senses darkvision 120 ft., passive Perception 15
Languages —
Challenge 3 (700 XP)

Aberrant Eye. The butcher has an eye in the middle of its torso that it uses to dispel magic. The eye is closed unless the butcher uses its bonus action to open it, or uses its Dispelling Gaze. At the start of its next turn, it can choose to close the eye (no action required). While closed, the eye is considered behind total cover and is immune to all damage. While opened, the eye has AC 18, 15 HP, and no resistances or immunities, and the butcher has truesight to a range of 60 feet. Any damage dealt to the eye is also dealt to the butcher. If the eye is destroyed, the butcher is blinded and can't use its Dispelling Gaze.

Actions

Multiattack. The butcher makes two cleaver attacks.

Cleaver. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage or 18 (2d12 + 5) slashing damage if used with two hand. It can only change its grip at the start of each of its turns.

Bonus Actions

Dispelling Gaze. The butcher opens the eye on its chest to cast *dispel magic*. The butcher's spellcasting ability for this spell is Charisma.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) bludgeoning damage and the butcher can choose to push the target back up to 10 feet in a straight line if the target is Large or smaller. The butcher can only make this attack if it has a free hand.

Reactions

Parry. The butcher adds 2 to its AC against one melee attack that would hit it. To do so, the butcher must see the attacker, and be wielding a melee weapon.

Rastislav Le

Ryan Bittner

Scourge Lycan

Medium beast & humanoid, chaotic evil

Armor Class 14 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	7 (-2)	11 (+0)	10 (+0)

Skills Perception +4
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Senses darkvision 60 ft., passive Perception 14
Languages -
Challenge 3 (700 XP)

Keen Hearing and Smell. The scourge lycan has advantage on Perception checks that rely on hearing or smell.

Actions

Multiattack. The scourge lycan makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Devour (Recharge 4-6). The scourge lycan attempts to eat a creature within 5 feet of it. The target must make a DC 13 Dexterity saving throw. On a failure, the creature is crunched by the werewolf, taking 12 (2d8 + 3) piercing damage and falling prone. The scourge lycan regains hit points equal to the damage dealt.

As the scorching moon rises, beasts become restless, cobbles crack, and the air sizzles with savage suspense. Fiery claws cauterise as they rend, and Luyarnha is choked with the scent of charred flesh.

Rastislav Le

GUARDIAN GARGOYLE

Lining Luyarnha's many churches, one can find silent sentinels of faith: the guardian gargoyles. These constructs, carved from the very stone that forms the walls and balconies of these hallowed places, are more than mere decoration. For the most part, the gargoyles remain as still and silent as the rocks from which they were wrought, standing sentinel over the sacred spaces they protect, their unblinking eyes ever watchful and their monstrous visages a stern warning to those who might dare to defile the sanctity of the church. However, when such sanctity is threatened or the lives of those within its walls are in peril, these seemingly inert creatures are roused to life. Animated with the divine words of the clergy, they move with a singular purpose: to defend the church and its congregation.

As they spring into action, the stone forms of the gargoyles become supple and agile, their wings unfurling to reveal the full extent of their might, before swooping down upon their enemies with the wrath of the divine. Once their duty is complete, the guardian gargoyles return to their stone slumber, resuming their silent watch over the churches they were birthed to protect.

Guardian Gargoyle

Medium construct, lawful good

Armor Class 16 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	7 (-2)	11 (+0)	3 (-4)

Skills Perception +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't moongilded or silvered

Damage Immunities poison

Condition Immunities exhaustion, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Celestial but can't speak

Challenge 3 (700 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Warding Strikes. When the gargoyle hits a creature with an attack, it can mark the creature until the end of the gargoyle's next turn or until the creature is marked by another gargoyle. While it is within 30 feet of the gargoyle, the marked creature has disadvantage on attack rolls that don't target the gargoyle.

Actions

Multiattack. The gargoyle makes two attacks: one with its bite and one with its claws.

Bite. Melee *Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Boulder. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 6 (1d10 + 1) bludgeoning damage.

Reactions

Stone Defense. When another creature within 5 feet of the gargoyle takes damage, the gargoyle can partially turn it to stone, giving the target resistance to the triggering damage type(s) until the start of the target's next turn.

Carl Hassler

HUNTER

The motto of hunters is "survive together, or die together." They never hunt alone, unless they are forced to. After all, even the oft considered greatest hunter, Steinhardt, was always accompanied by Vicar Priscilla on all his hunts. The nights in Luyarnha can be brutal and the beasts relentless, and only a united front can hope to survive.

All jaegers are hunters, but not all hunters are jaegers. Where jaegers are relentless killers, hunters are often simple citizens wishing to protect their homes and those they love. They are often the first to perish, but fear the one who lives long in a profession where men die young. Hunters are an invaluable contribution to the survival of the city-state and its denizens, and successful hunters cut down hundreds of beasts throughout their life before succumbing to the fires of battle.

Hunter

Medium humanoid (any race), any alignment

Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 3 (700 XP)

Flexible Combatant. When the hunter draws or stows a weapon, it can draw or stow another weapon with the other hand. It can reload weapons with the loading, reload, or barrel properties without a free hand.

Additionally, if the hunter is carrying a one-handed melee weapon in one hand, and a one-handed ranged weapon in the other hand, it doesn't have disadvantage on attack rolls with ranged weapons from being within 5 feet of a hostile creature.

Actions

Multiattack. The hunter makes two longsword attacks. If it has a firearm drawn, it can also make a firearm attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Firearm. *Ranged Weapon Attack:* +4 to hit, range 60/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Dodge Step (3/Short Rest). If the hunter's speed isn't 0, and it is targeted by an attack, it dodges in defense. It moves 5 feet, and makes a Dexterity saving throw with a DC equal to the attacker's attack roll's total. On a success, it evades completely and the attack misses. On a failure, it halves the attack's damage against itself if the attack hits. This movement doesn't provoke opportunity attacks.

Roman Kuzmin

Razorblade Bitzer

Medium construct, unaligned

Armor Class 16 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	4 (-3)	11 (+0)	1 (-5)

Skills Athletics +5, Investigation +1

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its master(s) but can't speak

Challenge 3 (700 XP)

Illumination. The bitzer sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

Immutable Form. The bitzer is immune to any spell or effect that would alter its form.

Instilled Loyalty. The bitzer can't act in a manner that is harmful to its master(s).

Necrotic Negation (1/Day). When the bitzer takes necrotic damage, it instead takes no damage.

Whirligig Saw. A creature that the bitzer is grappling takes 5 (2d4) slashing damage at the start of each of its turns and the bitzer's turns.

Actions

Multiattack. The bitzer makes two melee attacks, only one of which can be with its bite

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage and the target is grappled (escape DC 13). Until this grapple ends, the bitzer can't bite another target.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

RAZORBLADE BITZER

When the hunts first began, they were kept under wraps, only to be executed under cover of the night. Hunters swore an oath of secrecy to the Radiant Church: none were to speak of the Scourge; rumors would spread more virulently than a plague ever could. But the hunters were warriors, not propagandists, and thus the Scions, hungry for favors from the top, offered their help with creating a means of removing any trace of the horrors that occurred each night.

Hunting dogs had been used for centuries in Luyarnha: for retrieving partridges, rounding up wild boar, and even as attack hounds by the city watch. However, all of these canines required a master, and all left the bones and inedible guts of their their prey festering in fly-covered mounds. The Radiant Church needed an autonomous creature with fewer dietary scruples, one that would lick the cobbles clean of blood and decayed flesh alike.

Using the technology of manikin creation, the Scions fused flesh to metal, creating a construct-canine with an insatiable appetite: razorblade bitzers. Released in the wake of a hunter's pursuit, or after an eldritch incursion decimates a neighborhood, these bitzers consume all. Bones were broken, liquids lapped up, and the gaze of Luyarnhians is protected from the brutality of the events that transpired the night before.

Although the eldritch runes carved upon the steel of their skin ensures the loyalty of these hounds to the Church, many still roam the streets, forgotten and masterless. Only in death does their duty end.

Denis Zhbankov

Screechwing

Medium beast & humanoid, chaotic evil

Armor Class 17 (half plate)
Hit Points 58 (9d8 + 18)
Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	16 (+3)	14 (+2)	3 (-4)	12 (+1)	7 (-2)

Damage Resistances acid
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages —
Challenge 3 (700 XP)

Disorienting Strikes. The screechwing has advantage on attack rolls against deafened creatures.

Echolocative Vision. The screechwing can see creatures it has hit with its Echoing Screech attack within the last minute past its blindsight range, up to 120 feet, and regardless of cover.

Swift Swordsmanship. After the screechwing hits a creature with a weapon attack, the screechwing can take the Disengage action as a bonus action that turn.

Actions

Multiattack. The screechwing makes two attacks with its shortswords.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Screech (Recharge 4-6). The screechwing lets out a powerful screech in a 90-foot cone. Each creature in the area must succeed on a DC 12 Constitution saving throw or take 9 (2d8) thunder damage, become stunned until the end of its next turn, and become deafened for 1 minute. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SCREECHWING

With wings that stretch the breadth of a grown man and sharp blades that can rend flesh from bone, a dire fate awaits any who dare cross paths with this warped creature. It is a stalker unparalleled, a being consumed by the very essence of fear that seeks solace in the embrace of darkness. Fortuitously, the denizens of Luyarnha rarely glimpse this monstrosity, for its senses far surpass those of sane mortals, rendering it vulnerable to the raucous cacophony and blinding luminescence of the bustling city-state. Instead, it lurks within the shadowy depths of the forests surrounding the metropolis, biding its time.

Fallen Scourgeborne

Once a mere vespertilio, this beast has been twisted by madness, its soul devoured by the very darkness it sought refuge within. The vestiges of its humanoid features have been distorted into a grotesque visage, its eyes aglow with a feral hunger as it stalks its quarry. Yet despite its monstrous appearance, the screechwings take to the skies with a grace that belies its savagery, its acute senses guiding it to its prey with lethal precision. Employing its ear-rending shriek, it deafens all who hear, leaving them disoriented and vulnerable to its relentless assault.

Abductor

Medium aberration & humanoid, lawful evil

Armor Class 16 (studded leather)
Hit Points 84 (13d8 + 26)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	14 (+2)	12 (+1)	12 (+1)	12 (+1)

Saving Throws Dex +6, Con +4
Skills Acrobatics +6, Athletics +6, Stealth +6
Damage Resistances cold, fire
Damage Immunities charmed
Senses darkvision 120 ft., passive Perception 11
Languages understands Deep Speech but can't speak
Challenge 4 (1,100 XP)

Actions

Multiattack. The abductor makes two bushwhack attacks.

Bushwhack. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage. If the target is surprised, this attack is a critical hit.

Abduct. The abductor places an unconscious Medium or smaller creature within 5 feet of it into its body by opening the jaw located in its abdomen, abducting it. The abducted creature has total cover against effects outside the abductor and remains unconscious until released from the abductor's body. If the creature is dying, it becomes stable but can't gain hit points while in the abductor's body. If the abductor dies, or if it uses an action to release the abducted creature, the creature is released in an unoccupied space within 5 feet of the abductor. The abductor can have only one creature abducted at a time.

Darklight Candle. The abductor casts *darkness* at 3rd-level, without material components, targeting its candle. While touching the candle, a creature can see through the darkness created by the spell.

Bonus Actions

Empower (Recharge 5-6). The abductor draws on dark powers. The next time it hits a creature with a melee attack before the end of its next turn, the target must make a DC 14 Constitution saving throw. On a failure, the target falls unconscious for 1 minute. The target repeats the saving throw whenever it takes damage and at the end of each of its turns, ending the effect on itself on a success.

Nimble Escape. The abductor takes the Disengage or Hide action.

ABDUCTOR

In the moonlit nights of Luyarnha, deformed humanoids loom, their monstrous forms stalking unsuspecting prey, abducting them as test subjects for their masters' heinous rituals and experiments. These wretched beings are called abductors—altered cursed-bloods bound in eternal servitude to the Obitus Scholare.

Short and gaunt, shrouded in darkened robes, its mouth sewn shut, each abductor carries a candle, an enchanted light that burns its soul to cloak its twisted flesh in shadows. Despite their fragile appearance, abductors possess unparalleled strength, their power enough to subdue even skilled warriors. Rarely do they employ lethal force, preferring to incapacitate their targets before devouring them with the ravenous maw of their conjoined twin, tucking them safely within the confines of their abdomen before delivering them unto their new home.

Eryk Szczygieł

REVENANT BEAR

On the outskirts of Luyarnha, there once stood a human village, soon to be engulfed by a cruel tragedy of fate, as their village was consumed by a catastrophic wave of corrosive acid, washing over their homes and extinguishing the lives within. The unbearable pain and despair that overtook them in their final moments cracked open the doors of their minds and souls, inviting a curse to take bed within.

As their mortal forms were twisted and broken by the relentless onslaught of acid, the curse seized upon their anguish, warping their beings into monstrous shapes. In place of the stalwart villagers, there now stood grotesque, undead bears, their singed fur barely concealing the corroded skeletons beneath. The disfiguration they had suffered in their death persisted in these new forms, a macabre testament to the catastrophic demise that had befallen them.

Now, these cursed beings lurk in the desolate acidic waters that swallowed their village, their anguished spirits consumed by the power that had claimed them. Driven by the lingering rage and despair of their human lives, these bears have become fearsome predators, their presence a warning for any intruder who dare venture into their forsaken homes.

Revenant Bear

Large beast & undead, chaotic evil

Armor Class 12
Hit Points 110 (13d10 + 39)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 4 (1,100 XP)

Emaciated Appetite. The bear is in a state of constant hunger. After hitting a non-construct creature with an attack, the bear eats part of it, regaining 8 (1d10 + 3) hit points.

Hold Breath. The bear can hold its breath for 3 hours.

False Appearance. While motionless and partly submerged in water or acid, the bear is indistinguishable from a normal mound of dirt.

Spiked Body. Whenever a creature within 5 feet of the bear hits it with a melee attack, the creature takes 5 (2d4) piercing damage.

Actions

Multiattack. The bear makes two snapjaw attacks.

Snapjaw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the bear can't make snapjaw attacks against another target, and the target takes an extra 7 (2d6) damage when it's hit by this attack.

Ryan Bittner

When the moon rises over the decaying remnants of the village, mournful howls echo through the barren landscape.

WISP LIEGE

Will-o'-the-wisps are capricious sprites that delight in misleading the unwary, guiding them from the security of trodden paths and into the perilous embrace of the wilderness. Yet, when forests brim with hatred, a strange phenomenon occurs. This collective animosity converges, taking form into a singular, more potent entity known as a wisp liege, an embodiment of the wisps' evil spirits. After the cataclysm of the First War, such monsters began to dwell within the forests surrounding Luyarnha. It was as if the dark magic unleashed in that conflict had infused the land itself, altering its essence.

The wisp liege reigns over its lesser kin, its malevolent influence turning their harmless pranks into malefic acts. Under the liege's rule, the wisps' misdirections grow vicious and calculated. No longer are they merely content in leading travelers astray; they now revel in their ensuing demise, echoing the darkness within their sovereign.

Wisp Liege

Large undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	2 (-4)	13 (+1)	6 (-2)

Skills Perception +4, Stealth +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, lightning
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 5 (1,800 XP)

Wispfather. While within 60 feet of the liege, a will-o'-wisp, can use its shock attack an additional time on each of its turns as a bonus action.

Dying Whisper. Whenever a will-o'-wisp is reduced to 0 hit points within 60 feet of the liege, the liege regains 5 hit points and gains advantage on its next attack roll before the end of its next turn.

Actions

Multiattack. The liege uses its Create Wisps (if available), then makes two attacks with its claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 1 slashing damage for each will-o'-wisp within 5 feet of the target.

Create Wisps (Recharge 6). The liege opens its mouth to let out 1d4 will-o'-wisps. They share its initiative, but take their turn immediately after the liege's. The liege can command them telepathically (no action required by the liege), and they will follow its commands.

Ryan Bittner

REVILED HOUND

Even though the Obitus's engineering of the jaegers was praised for its scientific brilliance, they quickly discovered that they needed more to slake their insatiable thirst for knowledge. They shifted their attention to canines after observing the amazing advancements the Scions had achieved in developing the Razorblade Bitzers. After all, why couldn't the flesh of mongrels be altered if that of humans, elves, and even manikins could?

One of the few breeds with the strength to endure exposure to the primordial serum, the same serum which was used to awaken the powers of jaegers, is the Doberman Pinscher.

However, like many of the earliest hunters, their bodies were incapable of handling the excess power, irrevocably mangling them.

Rare are the ones that hunt alongside these 'reviled hounds'. In fact, only those who have been trained to see past outward appearances can comprehend that these pups, despite their horrifying features, will remain devoted, even if it means their deaths.

Reviled Hound

Medium beast & aberration, unaligned

Armor Class 16 (natural armor)
Hit Points 84 (13d8 + 26)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	4 (-3)	9 (-1)	12 (+1)

Saving Throws Str +6, Con +5

Skills Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't moongilded or silvered

Senses darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak

Challenge 5 (1,800 XP)

Protective Instinct. If the hound is not blinded, it has advantage on its initiative roll.

Crushing Grasp. Creatures the hound is grappling have disadvantage on attack rolls against it.

Actions

Multiattack. The hound makes three attacks, only one of which can be with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. The target must also succeed on a DC 12 Intelligence saving throw or gain a short-term madness. Until the grapple ends, the hound can't bite another target.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until the grapple ends, the hound can't use this tentacle on another target. The hound has five tentacles.

Eldritch Tethers (Recharge 3-6). If the hound isn't grappling any creatures with its tentacles, it can make a tentacle attack against up to five creatures within reach. Each attack must target a separate creature.

Roman Kuzmin

SCORCHED ADJUDICATOR

Failed Experiments

In their lust for power, the Obitus Scholare lead gruesome experiments, merging the flesh of soldiers with that of eldritch beings. Their labor gave birth to powerful combatants, and a sea of corpses. Scorched adjudicators are the fruits of such experiments, humanoids that couldn't become true warriors, failing to resist the call from beyond and losing their sanity. Yet, the scholars still found a use for these failures: they now act as perfect killers for their creators.

Enforcers of Justice

Adjudicators enforce justice, more specifically, the brand of justice approved of by the Obitus Scholare. Indeed, these abominations are dispatched to remove any threat to the order, their otherworldly powers trapping the souls of their victims and ensuring an irreversible death. The murderous intent of these monsters is apparent in battle; they delight in causing suffering and their deadly instincts prevents healing. Deriving a twisted sense of pleasure from their hunts, adjudicators often carry the shrunken, decapitated heads of their victims as horrific mementos.

Scorched Adjudicator

Medium aberration, chaotic evil

Armor Class 14 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	14 (+2)	9 (-1)	17 (+3)

Saving Throws Dex +5
Skills Acrobatics +5, Athletics +7, Perception +5
Damage Resistances fire, necrotic
Condition Immunities blinded
Senses darkvision 120 ft., passive Perception 15
Languages -
Challenge 5 (1,800 XP)

Guiding Light. The adjudicator sheds dim light in a 10-foot radius. When a creature starts its turn in the light, or enters it for the first time on a turn, it gains disadvantage on Charisma saving throws until the start of its next turn.

Limited Telepathy. The adjudicator can magically communicate ideas, emotions, and images telepathically with any creature within 120 feet of it. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Reactive. The adjudicator can take one reaction on every turn in combat.

Actions

Multiattack. The adjudicator makes two handaxe attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. On a hit, if the adjudicator isn't within 5 feet of the target, the adjudicator can teleport to an unoccupied space within 5 feet of the target.

Soul Tear. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 3) necrotic damage and the target must succeed on a DC 14 Charisma saving throw or its hit point maximum is reduced by an amount equal to the damage taken.

This reduction lasts until the creature finishes a long rest. If this effect reduces a creature's hit point maximum to 0, the creature dies. A creature killed by this reduction can't be resurrected until the adjudicator is killed.

Inferno (Recharge 4-6). Flames pour down from the adjudicator's wings. Each creature between 10 and 40 feet of the adjudicator must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Reactions

Snuff Out the Light. When a spell that restores hit points is being cast within 120 feet of the adjudicator, the adjudicator teleports to an unoccupied space within 5 feet of the caster and makes a handaxe attack against it with advantage. On a hit, the spell fails and has no effect.

Asherlisa

It is said that Vicar Priscilla is the only person in Luyarnha who was able to tame such a wondrous creature...

Ryan Bittner

ALES NEBULAE

Lone Travelers

From the day it manifests into existence, until the day it is laid to rest, an ales nebulae has but one purpose, to find its lifelong partner, and to protect it until death. It travels the vast cosmos in search of the one to fill the void within, erring through the stars, for centuries, often in vain. Its whole existence could be considered a cruel cosmic joke. Yet, it does not falter, and its search continues.

Vassals of Gravity

Its mysterious birth in the cosmos grants an ales nebulae powerful, and sometimes uncontrollable, gravitational powers. The other-worldly bird is able to invert gravity for a brief moment and bend the fabric of reality to teleport around, yet it can't control the crushing field of gravity it emits, preventing all from approaching it. All, but the one it's life was destined for.

Ales Nebulae

Large monstrosity, lawful neutral

Armor Class 14 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	17 (+3)	16 (+3)	13 (+1)	12 (-1)

Skills Perception +7, Stealth +6, Survival +7
Damage Resistances force; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion
Senses darkvision 180 ft., passive Perception 17
Languages —
Challenge 6 (2,300 XP)

Flyby. The ales nebulae doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Gravity Field. The ales nebulae emits a gravitational field. The area within 30 feet of it is difficult terrain for other creatures.

Innate Spellcasting. The ales nebulae's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: *misty step*
1/day: *dimension door*

Actions

Multiattack. The ales nebulae makes three attacks: one with its beak and two with its talons. It can use erupting spikes in place of one or both attacks with its talons

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Erupting Spike. The ales nebulae causes the earth to erupt into sharp stones below the feet of a creature that it can see on the ground within 90 feet of it. The target must succeed on a DC 14 Dexterity saving throw or take 9 (2d8) piercing damage.

Invert Gravity (Recharge 5-6). The ales nebulae's speed becomes 0 until the start of its next turn. Each creature within 15 feet of the ales nebulae must make a DC 14 Dexterity saving throw. On a failed save, a creature is lifted 10 feet in the air and is stunned until the start of the ales nebulae's next turn. Any creature that enters the area during that time must also make the saving throw. At the start of the ales nebulae's next turn, gravity reverts again and all stunned creatures are slammed down, taking 27 (8d6) bludgeoning damage and falling prone. On a successful save, a creature can move up to half its speed until it is no longer in the area. If it doesn't leave the area, it suffers the effects of a failed save.

DULLAHAN

Dullahans owe their dreadful existence to the Circle of Symbiosis. When one of their own members dares to betray the sacred circle, they are condemned to the grim fate of becoming a dullahan. The transgressor is bound to an ancient stone altar, where, beneath the cold gaze of the moon, their head is severed in an act of macabre justice—yet life doesn't leave their body.

Relentless Huntsmen. Unleashed into the world as a headless harbinger, the newly created dullahan is then merged with an undying steed and tasked with a dark purpose: to hunt. Their prey vary—for some, innocent individuals to be kidnapped from their everyday lives, and others, adversaries of the Circle, marked for death. The Circle's knowledge of their targets is eerily accurate, and so, once the dullahan sets its sightless gaze upon a target, relenting isn't an option that exists.

Scorned by Radiance. The price of transmogrification into a dullahan is steep. The unholy essence that fueled their headless form etches an irreversible mark on their soul. Even when restored to their living state, they bear this cursed taint, which stands in stark opposition to the divine energies that brim in many places of worship. When a dullahan dares to breach the boundaries of these hallowed grounds, their bodies immediately ignite in a roaring blaze, punished by the radiant powers above.

Eternal Curse. Should the dullahan weather its gruesome task and pay off the debt of its soul, the Circle takes it upon themselves to decide the creature's destiny. Some are mercifully put to rest, their spectral existences snuffed out as abruptly as they began. Others, who've shown their penitence throughout their servitude, are deemed worthy of a second chance. These fortunate few are restored to their former state, reinstated as druids in the Circle, but forever marked by the scars of their ordeal.

Dullahan

Large undead, lawful evil

Armor Class 17 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	18 (+4)	13 (+1)	15 (+2)	17 (+3)

Skills Athletics +7, Intimidation +6, Perception +5
Damage Vulnerabilities bludgeoning, piercing, and slashing from moongilded attacks
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't moongilded.
Damage Immunities necrotic
Condition Immunities charmed, exhaustion, frightened
Senses blindsight 60 ft., passive Perception 15
Languages understands Common but can't speak
Challenge 6 (2,300 XP)

Accursed Beacon. The dullahan knows the exact location of creatures that are under the effect of its spells as long as they are on the same plane of existence.

Innate Spellcasting. The dullahan's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The dullahan can innately cast the following spells, requiring no material or somatic components:

At will: *bane*, *brittle bone throw*† (2d8, 2d4), *chill touch* (2d8), *knock*
2/day each: *hex* (5th level, damage can't break the dullahan's concentration), *malicious rancor*†

Relentless Advance. The dullahan is unaffected by difficult terrain and can move over water and other liquids. It can't willingly enter consecrated areas such as churches; it takes 22 (4d10) radiant damage at the start of each of its turns while within such an area.

Actions

Multiattack. The dullahan makes two attacks with its spine whip.

Spine Whip. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 9 (2d4 + 4) slashing damage and 13 (3d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Bonus Actions

Cunning Action. The dullahan takes the Dash, Disengage, or Hide action.

Reactions

Maddening Sight. When a creature within 30 feet of the dullahan targets it with an attack or spell, the dullahan can force the creature to gaze into its severed head. The target must succeed on a DC 14 Wisdom saving throw or become blinded for 1 minute and gain a short-term madness. A blinded creature can repeat the saving throw at the end of each of its turns, ending the blinded condition on a success.

Adrian Prado

Variant: Tree Stride Amulet

*To enter in and out of fortified walls, many dullahans are bestowed a **tree stride amulet**.*

Tree Stride Amulet.
Requires attunement by an undead.

*While wearing it, you can use an action to expend one charge and cast the **tree stride** spell from it. You can also bring along one creature of your size or smaller when you move between trees using that spell. You must be grappling the creature to do so.*

This amulet has 3 charges, and regains 1 expended charge daily at dawn.

LIVING ARTILLERY

Once humanoid, now grotesque monsters, the living artilleries are the result of the Obitus Scholare's first attempts at creating super-soldiers. Transformed beyond recognition, their bodies now boast multiple striking limbs and a heavy firearm grafted upon their bones.

Originally intended as weapons against the scourge of Luyarnha, the living artillery proved nearly impossible to control, as vestiges of their former selves still clung to their mutated forms, yearning for liberation from their gruesome fate. Hence, they are constrained and caged until they are needed. Whilst they ultimately failed to fulfill their creators' desires, these abominations have proven useful as cannon fodder on the battlefield, instinctively seeking lethal enemies as their desire for their life to end drives them towards ever more powerful foes. But one must be wary, for the living artillery are unstable, and in their quest for ultimate release, they often turn against those who would call themselves their "allies".

Variant: Gatling Gun

The living artillery can have a gatling gun grafted to its arm instead of a cannon.

Gatling Gun. *Ranged Weapon Attack:* +5 to hit, range 120/360 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. Until the start of its next turn, at the start of each creature's turn, the living artillery can make this attack again. Each time it makes this attack, it rolls a d6. On a roll of 1, the gun stops early and can't fire again until it uses this action again.

Living Artillery

Large aberration & humanoid, chaotic neutral

Armor Class 14 (studded leather)
Hit Points 112 (15d8 + 45)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	3 (-4)	13 (+1)	3 (-4)

Saving Throws Con +6

Skills Acrobatics +8, Athletics +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 6 (2,300 XP)

Freedom of Movement. The living artillery ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Grappler. The living artillery has advantage on attack rolls against any creature grappled by it.

Self-Destruct. When the living artillery is reduced to 0 hit points, its unstable body detonates. Each creature within 20 feet of the living artillery must make a DC 14 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The living artillery makes four attacks: three with its tentacles and one with its cannon.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (3d4 + 2) slashing damage. Instead of dealing damage, the living artillery can grapple the target if it's a creature (escape DC 16). The living artillery can have up to three creatures grappled at a time.

Cannon. *Ranged Weapon Attack*: +5 to hit, range 120/480 ft., one target. *Hit:* 21 (3d12 + 2) piercing damage and the living artillery rolls a d6. On a roll of 3 or higher, the ammunition detonates and each creature within 10 feet of the target must succeed on a DC 13 Dexterity saving throw or take 9 (2d8) fire damage. Flammable objects in the area take 9 (2d8) fire damage.

Bonus Actions

Engage. If the living artillery has all its hit points, it moves up to its speed without provoking opportunity attacks.

Dark Lord Studios

NIGHTMARE CENTIPEDE

These nightmarish entities, with an unsettling multitude of writhing limbs producing a continuous, disquieting clatter, are truly a sight to unhinge the mind. Even when seemingly at rest, their bodies appear to be in constant flux, ceaselessly shifting and pulsating in a grotesque dance of flesh and tendons, exuding a noxious miasma—a toxic byproduct of their repugnant feasts.

Nightmare Denizens. Mercifully, the city of Luyarnha has been spared direct contact with these abominations, confined as they are to nightmare realms, unable to breach into the Material Plane. They are grotesque echoes of the absurdity that infests the dreams of the dormant Great Ones. Nightmare centipedes have the ability to ensnare entire communities caught adrift in the nightmare realms, causing them to disappear without trace. Whether these lost souls are consumed or subjected to some other fate is a chilling unknown.

Hive Minds. A single nightmare centipede is sufficiently worrisome, but they become exponentially more dangerous when they gather, forming a collective consciousness. This hive mind amplifies their intellect and their lethality, coordinating their movements and strategies with terrifying efficiency.

Nightmare centipedes produce a subsonic chittering noise, a sound beyond the auditory capabilities of most species, that serves as a communication tool, and as something far viler. They can use this sound to exert control over creatures weaker than themselves, particularly insects and other many-legged beasts, compelling these underlings to enact their gruesome will. Their unfortunate victims can do little more than writhe in agony as a horde of spiders, ants, centipedes, and cockroaches swarm over them, burrowing into their flesh and consuming them from within.

Nightmare Centipede

Large aberration, unaligned

Armor Class 17 (natural armor)
Hit Points 120 (16d10 + 32)
Speed 40 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	16 (+3)

Saving Throws Wis +4

Skills Perception +4, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned, madness

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Abhorrent Presence. When a creature starts its turn within 60 feet of the centipede, the creature must make a DC 14 Wisdom saving throw. If the creature has never encountered a centipede before, it gains a long-term madness on a failure, or a short-term madness on a success. A creature that has encountered a centipede before gains a short-term madness on a failure, and no madness on a success.

Hive Mind. Nightmare centipedes share a bond with other members of their hive that enhances their abilities. As long as a centipede is within 60 feet of at least one other centipede, it has advantage on initiative rolls and Perception checks. If one centipede is aware of a particular danger, all others in the hive are, too. No centipede in a hive mind is surprised at the beginning of an encounter unless all of them are. In addition, a centipede gains a bonus to attack and damage rolls equal to the number of centipedes within 60 feet of it (maximum +5).

Otherworldly Communication. The centipede can communicate via subsonic sounds with other aberrations, aquatic creatures with 6 or less Intelligence, and insects within 60 feet of it. This is a silent and instantaneous mode of communication that the other creatures can understand. As a bonus action, the centipede can use this trait to control and give orders to one creature or swarm of creatures (e.g. a swarm of insects) of CR 1 or lower that understands it within 60 feet of it.

Inexorable Movement. When the centipede moves into the space of a creature that is Large or smaller, the target must succeed on a DC 15 Athletics or Acrobatics check (creature's choice) or become grappled by the centipede. The centipede can grapple up to 100 creatures and its speed isn't halved by grappling creatures.

Actions

Multiattack. The centipede makes three attacks: one with its bite and two with its pincers.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage and 6 (1d12) poison damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Pincer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage and 3 (1d6) poison damage. The centipede has advantage on the attack roll if it is grappling the target.

Bonus Actions

Crawl. The centipede moves up to its speed.

Reactions

Regurgitate (Recharge 5-6). After being hit by an attack, the centipede exhales a stream of acidic ichor in a 40-foot line that is 5 feet wide. Each creature in that area must make a DC 13 Dexterity saving throw, taking 26 (4d12) poison damage on a failed save, or half as much damage on a successful one.

Carl Hassler

SKULKING SHADE

Skulking shades—grotesque amalgamations of corporeal flesh and shadows—rarely dare to encroach upon the luminous Luyarnha, as if the city's radiance terrifies them. Yet, as the city teeters further and further into the abyss, these nefarious beings have begun to increasingly venture past its walls, particularly in the poorly defended Ruby District, drawn to the banquet of organs innocent mortals offer.

Muddled Origins. Chilling rumors whisper that skulking shades are the progeny of forgotten deities, unleashed upon this reality as punishment for the hubris of mortals who think they can ignore the gods, or even rival them. Other tales tell of these spectral beings as the vestiges of the ancient human empire, neighbors to Luyarnha long ago before its cataclysmic fall, now returning as harbingers of vengeance. Others posit that they are the restless spirits of warriors fallen during the wars, given form anew, eternally thirsting for blood. Whatever the truth may be, dark wielders of death's power have been known to call forth such skulking shades in battle, summoning them from the deepest shadows of this world.

Skulking Shade

Huge fiend & monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 104 (11d12 + 33)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	17 (+3)	7 (-2)	14 (+2)	5 (-3)

Saving Throws Str +8
Skills Athletics +8, Perception +5, Stealth +5
Damage Resistances acid, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned, unconscious
Senses darkvision 60 ft., passive Perception 15
Languages understands Deep Speech but can't speak
Challenge 6 (2,300 XP)

Cull the Herd. The shade has advantage on attack rolls against creatures which are within 5 feet of one of that creature's allies or against creatures that it is grappling.

Organ Ripper. Whenever the shade scores a critical hit against a creature with a melee attack, the target takes an additional 11 (2d10) piercing damage. If the attack reduces the target to 0 hit points, the shade rips out a vital organ from the creature (such as the heart or brain), recharges its Death Breath, and the creature dies.

Shadow Stealth. While in dim light or darkness, the shade can take the Hide action as a bonus action.

Actions

Multiattack. The shade makes three melee attacks, only one of which can be with its bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. The shade regains hit points equal to the damage dealt.

Crush. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target grappled by the shade. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Snatch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage and the target is grappled (escape DC 16). The shade can then fly up to its flying speed without provoking opportunity attacks.

Death Breath (Recharge 5-6). The shade exhales a breath of deathly energy in a 30-foot cone. Each creature in the area must make a DC 14 Constitution saving throw, taking 22 (4d10) necrotic damage on a failure, or half as much damage on a success. All non-creature organic material in the area, such as plants, wood, or food, begin to rot and wither.

Ryan Bittner

DREADCROW

Of all beings that relish in the terror they cause, dreadcrows are among the most foul, embodying the worst fears of those who behold them. A dreadcrow's body is illusory, constantly changing and shifting to reflect its victims' deepest fears. Yet it rarely relies on this, instead opting to lie in wait, slowly eroding the minds of those who are unfortunate enough to cross it, driving them to madness. Victims often lose their grip on reality—and life—long before laying their eyes on a dreadcrow. If approached too closely, dreadcrows will retreat in darkness, snuffing any chance of seeing their true form, before assaulting the mind of their prey and plunging them into a smothering abyss of terror.

Dreadcrow

Medium aberration, chaotic evil

Armor Class 13 (18 with Illusory Horror)
Hit Points 84 (13d8 + 26)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	5 (-3)	12 (+1)	21 (+5)

Saving Throws Wis +4
Skills Perception +7, Stealth +9
Condition Immunities blinded, charmed, frightened
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 17
Languages —
Challenge 7 (2,900 XP)

Fear Smith. Creatures can't have advantage on saving throws against the dreadcrow's effects that cause the frightened condition. While a creature is frightened of the dreadcrow, the creature has disadvantage on Intelligence and Wisdom checks, as the creature's reality crumbles.

Innate Spellcasting. The dreadcrow's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material or verbal components:

3/day each: *blind ambush*†, *fear, pass without trace*
1/day: *circle of death*

Illusory Horror. The dreadcrow's appearance is an illusion, reflecting the worst fear of the observer. It gains a bonus to its AC equal to its Charisma modifier while it isn't incapacitated.

In addition, when a creature that can see the dreadcrow starts its turn within 30 feet of it, the creature must succeed on a DC 16 Wisdom saving throw or become frightened. A creature that isn't surprised can avert its eyes at the start of its turn to avoid the saving throw at the start of its turn. If the creature does so, it can't see the dreadcrow until the start of the creature's next turn, when it can avert its eyes again. If the creature looks at the dreadcrow in the meantime, it must immediately make the saving throw. Creatures within 5 feet of the dreadcrow have advantage on this saving throw, as they partially see its true form.

Creatures seeing the dreadcrow with truesight ignore this trait's effects.

Magic Resistance. The Dreadcrow has advantage on saving throws against spells and other magical effects.

The success that the once prosperous Luyarnha knew bred complacency and hubris, cardinal sins that no god would leave unpunished. Dreadcrows are said to be born of this divine retaliation, but in stark contrast to their supposed holy origins, dreadcrows are some of the most aberrant creatures to walk the realms. They terrorize, torture, and torment all, with a sinister preference for the defenseless—newborns or the elderly.

Ryan Bittner

Actions

Multiattack. The dreadcrow makes two attacks with its claws or Devour Fear. It can use Living Nightmare in place of one attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 + 3) slashing damage and 5 (1d10) psychic damage.

Devour Fear. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 21 (3d10 + 5) psychic damage. If the target is frightened, the dreadcrow has advantage on the attack roll and regains hit points equal to the damage dealt.

Flay Sanity (Recharge 5-6). The dreadcrow creates atrocious illusions that rend sanity. Each creature within 120 feet of it must succeed on a DC 16 Wisdom saving throw or gain a short-term madness and become frightened for 1 minute. Frightened creatures have disadvantage on this saving throw. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This action doesn't reveal the dreadcrow if it's hidden.

Living Nightmare (Recharges after a Long Rest). The dreadcrow becomes the embodiment of terror for a creature that is frightened of it within 60 feet of it. This unleashes a primal fear within the target, causing the target to go insane. It must make a DC 16 Wisdom saving throw. On a failed save, the target bellows a scream so powerful that it rips its own vocal cords and it loses the ability to speak. If the target is still frightened of the dreadcrow at the start of the dreadcrow's next turn and the target can see the dreadcrow, the terror becomes so untenable that it rips out its own eyes, becoming blinded.

Bonus Actions

Gaze Upon Me. The dreadcrow forces a creature that it can see within 30 feet to look at it. The target must succeed on a DC 16 Wisdom check or look directly at the Dreadcrow.

Reactions

Skittering Walk. When a creature moves within 5 feet of the Dreadcrow, the Dreadcrow can move up to 20 feet. Its AC increases by 3 during this movement.

NIGHTGAUNT

Nightgaunts are nightmarish beings, in the truest sense of the word. Originating from the demented slumber of a Great One, they are its will made manifest. Uncouth black things with smooth, oily, whale-like skin, unpleasant horns that curved inward toward each other, bat wings whose beating made no sound, ugly prehensile claws, and tails that lashed needlessly and disquietingly. They never speak or laugh, and never smile because they have no faces at all to smile with, only a maddening blankness where a face ought to be.

Nightgaunts are creatures that subsist on the raw emotions of their prey, lurking in the shadows as their victims writhe in the throes of vicious nightmares. They reveal themselves only when their hunger becomes unbearable, isolating unsuspecting individuals before tormenting them, releasing them only once they've had their fill. Nightgaunts don't take lives, nor inflict grievous physical wounds, unless attacked first. However, the mental scars they wreak are hard to heal, leaving many of their victims with bouts of insomnia and a fear of the dark that can last for a lifetime.

Nightgaunt

Large aberration, neutral

Armor Class 16 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	17 (+3)	4 (-3)	16 (+3)	16 (+3)

Saving Throws Dex +8
Skills Athletics +6, Perception +6, Stealth +11
Damage Resistances psychic
Condition Immunities blinded
Senses darkvision 120 ft., passive Perception 16
Languages understands Deep Speech but can't speak
Challenge 7 (2,900 XP)

Blank Face. When a creature that can see the nightgaunt start its turn within 5 feet of the nightgaunt or enter that area for the first time on a turn, the creature must succeed on a DC 14 Wisdom saving throw or become frightened of the nightgaunt for 1 minute and gain a short-term madness. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the frightened condition ends for it, the creature is immune to the nightgaunt's Blank Face for the next 24 hours.

Flyby. The nightgaunt doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Magic Resistance. The nightgaunt has advantage on saving throws against spells and other magical effects.

Silent Tormenter. The nightgaunt makes no sound, ever. It has advantage on Stealth checks and is automatically hidden from creatures that can't see it.

Actions

Multiattack. The nightgaunt makes two claw attacks and uses its Tail.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). The nightgaunt has two claws, each of which can grapple only one target. Until this grapple ends, the nightgaunt can't use that claw to attack any other creature.

Tail. The nightgaunt uses its tail in one of the following ways.

Tail Whip. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (4d4 + 5) bludgeoning damage.

Prehensile Tail. The nightgaunt flails its tail towards a creature that it can see within 10 feet of it. The target must succeed on a DC 16 Constitution saving throw or be overwhelmed by the pain and be incapacitated until the start of the nightgaunt's next turn. If the saving throw fails by 5 or more, the target is instead stunned until the start of the nightgaunt's next turn, as it loses control of its body. Creatures that have a speed of 0 have disadvantage on this saving throw.

Bonus Actions

Night Rush. The nightgaunt moves up to half its flying speed.

Reactions

Feed on Emotions. When a creature within 10 feet of the nightgaunt fails a saving throw against its Blank Face or Prehensile Tail, the nightgaunt can feed on the creature's emotions—fear, anger, surprise—and regains 8 (1d10 + 3) hit points. If a creature fails the saving throw by 5 or more, the nightgaunt regains 14 (2d10 + 3) hit points instead.

Phan Tuan Dat

CLOISTERED MAIDEN

Before the Scourge, before even the First War, the hubris of wizards invited the eldritch powers to assert their will. These osteomancers, magicians who delve into the magic of bones, sought to enhance their own bodies—growing to the heights of giants, making armour of bony plates, and forming blades from calcified protrusions. Like moths to a flame, eldritch beings were drawn to these spellcasters and corrupted their magic, resulting in the malformed creatures known as cloistered maidens.

Sexual Dimorphism

Over a few days, a period known as the Great Unchaining, all who practiced osteomancy lost control of their spells. All male osteomancers began dying, their bones growing in warped, fractal patterns and piercing their own organs. Their female counterparts fared even worse: borne by a flood of necromantic magic, their bodies grew into large, twisted creatures, vessels for the eldritch powers that overcame them.

Thomas Ricci

Eternal Hunger

These half-dead corpses feel nothing more than an insatiable hunger that drives them to devour anything alive. Indeed, reports of a cloistered maiden are often the first priority for hunters lest they turn entire neighbourhoods into corpse and bone. The Radiant Church, ever vocal in its disparagement of osteomancy, proclaims these maidens to be manifestations of the sin of gluttony, another instrument in the toolbox of propaganda they use to sway the populace.

Cloistered Maiden

Large aberration & undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	14 (+2)	10 (+0)	16 (+3)

Saving Throws Dex +3
Skills Arcana +5, Deception +6, Perception +3, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Common, Deep Speech
Challenge 8 (3,900 XP)

Sharp Fangs. The maiden has advantage on attack rolls against creatures it is grappling.

Innate Spellcasting. The maiden's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *alter self, chill touch* (2d8)
3/day: *animate dead* (up to five skeletons)

Bone Regeneration. The maiden regains 10 hit points and reforms any of its broken bones at the start of its turn if it has at least 1 hit point.

Magic Strikes. The maiden's attacks are magical.

Actions

Multiattack. The maiden makes two attacks: one with its bite and one with its claw. It can use Feast instead of its bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the maiden can't bite another target.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Feast. The maiden makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is devoured, and the grapple ends. While devoured, the creature is restrained, it has total cover against attacks and other effects outside the maiden, and it takes 20 (8d4) piercing damage at the start of each of the maiden's turns. The maiden can only have one creature devoured at a time.

If the maiden takes 20 damage or more on a single turn from a creature inside it, its teeth break and the creature inside of it falls prone in an unoccupied space within 5 feet of the maiden. If the maiden dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Spinal Explosion (1/Day). The maiden releases all the bony protrusions on its spine. Each creature within 30 feet of the maiden must make a DC 15 Dexterity saving throw, taking 28 (8d6) piercing damage on a failed save or half as much damage on a successful one. Each creature that fails the saving throw is also embedded with bony spikes. At the start of the creature's next turn, it must make a DC 14 Constitution saving throw. On a failed save, it becomes restrained, as its body begins to harden. On a successful save, its body ejects the spikes and it isn't otherwise affected.

A restrained creature must make another DC 14 Constitution saving throw at the start of its next turn. On a success, the effect ends on the creature. On a failure, its skin hardens into bone and it becomes petrified until the maiden dies, or until it is released by a *greater restoration* spell.

CHAINED GIANT

Deep within the subterranean depths of the Asylum, a network of chambers houses a once-proud race of giants, now transformed into grotesque monstrosities through years of barbaric experimentation.

Prisoners of War. The First War saw Luyarnha pitted against its expansionist enemies, driving the city-state to abandon all moral principles in its quest for means to combat the rampant scourge that threatened its citizens. The early scholars of death, dogged in their determination, pressed forward with their grotesque experiments, and in their desperate pursuit of the perfect hunter, recognized the frailty of the humanoid body. They turned to capturing and subduing giants for their grim work—beings that could withstand more suffering before death.

Derelict Patients. To ensure the subjects' cooperation and restrict their movements during harrowing procedures, the giants were chained with bonds that burrowed deep into their very bones. Heavy armor was then affixed to their twisted forms, before injecting them with refined cerebro-spinal fluid extracted from Otherworldly beings, twisting their bodies and shattering their minds. Their usefulness was eventually outlived, as the scholars, now enlightened, resumed their experiments on humanoids. With the giants' blood now corrosive and their minds destroyed, they remain imprisoned in their bleak chambers, abandoned, condemned to pain and insanity until their eventual death, forgotten by all.

Chained Giant

Huge giant, chaotic evil

Armor Class 16 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	7 (-2)	12 (+1)	14 (+2)

Saving Throws Dex +5, Con +8, Wis +4
Skills Athletics +12, Perception +4
Damage Resistances fire
Damage Immunities necrotic
Senses darkvision 60 ft., passive Perception 14
Languages Giant
Challenge 8 (3,900 XP)

Accursed Blood. At the end of the giant's turns, if it has fewer than half its hit point maximum, each creature within 10 feet of it takes 13 (3d8) necrotic damage, unless the giant has taken radiant damage since the end of its last turn.

Actions

Multiattack. The giant uses its Sweep Chains and then makes two fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (3d4 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Sweep Chains. The giant swings its chains, forcing each creature within 20 feet of it must make a DC 17 Dexterity saving throw. On a failed saving throw, a creature takes 15 (2d8 + 6) bludgeoning damage and is knocked prone.

Bonus Actions

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone target. *Hit:* 13 (3d4 + 6) bludgeoning damage and the target must make a DC 17 Constitution saving throw. On a failure the target is staggered for 1 minute. A staggered creature suffers a 1d8 penalty on attack rolls, ability checks, and Strength and Dexterity saving throws. The staggered target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Lead Catching. If a rock, cannonball, or similar object is hurled at the giant, the giant can make a DC 10 Dexterity saving throw, catching the missile and taking no damage from it on a success.

Eryk Szczygiel

HOLLOW SENTINEL

The Hollow Sentinels, an elite sect within the Grey Templars of the Radiant Order, were created to hunt not beasts but men—the osteomancers. These tireless inquisitors have undergone a gruesome transmutation, rendering them immune to the corrupting magic of these blasphemous wizards.

In a secret rite known only in the highest echelons of the Grey Templars, the bones of these chosen few are meticulously removed and replaced with an advanced composite, bestowed by the Scions and transmuted into a divine element through days of fervent prayers and blessings. This miraculous metamorphosis imbues the Hollow Sentinels with unparalleled resilience, enabling them to ignore even the most potent osteomantic spells.

The process of becoming a Hollow Sentinel is not without risk, and only the most devoted and resolute candidates are chosen to undergo the transformation. The loss of their innate skeletal framework is an excruciating ordeal; nevertheless, the Sentinels maintain that there is no nobler sacrifice than the ones they render in the name of their righteous duty. Albeit, the toll exacted for the attainment of such might is a remarkably slow recovery—borne from the partial loss of their humanity—oftentimes necessitating days to heal from a single mission, thereby constraining the church's capacity to deploy these invaluable combatants.

Roman Kuzmin

Hollow Sentinel

Medium construct & humanoid, lawful good

Armor Class 17 (natural armor)
Hit Points 110 (13d8 + 52)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	14 (+2)	16 (+3)	11 (+0)

Saving Throws Con +7, Wis +6

Skills Arcana +5, Athletics +7, Insight +9, Perception +6

Damage Resistances poison, psychic

Damage Immunities necrotic; bludgeoning, piercing, and slashing from magical attacks

Senses darkvision 120 ft., passive Perception 16

Languages Common, Orc, understands Deep Speech but doesn't speak it

Challenge 8 (3,900 XP)

Iron Will. The Sentinel has advantage on saving throws against being charmed or frightened, and magic can't put the Sentinel to sleep.

Mithral Bones. The Sentinel doesn't have bones.

Silvered Weapons. The Sentinel's weapon attacks are silvered.

Mage Breaker. When the Sentinel damages a creature that is concentrating on a spell, the DC for the saving throw the target makes to maintain its concentration is increased by 7 (minimum 17). In addition, the Sentinel has advantage on saving throws against spells cast by creatures within 5 feet of it.

Immutable Form. The Sentinel is immune to any spell or effect that would alter its form.

Innate Spellcasting. The Sentinel's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *detect good and evil, detect magic, disguise self, identify*

Actions

Multiattack. The Sentinel makes four blade attacks.

Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage and 4 (1d8) radiant damage.

Mithral Wind Strike (1/Day). The Sentinel chooses up to three creatures it can see within 30 feet of it and makes a melee spell attack (+6 to hit) against each target. On a hit, a target takes 19 (3d12) slashing damage and 13 (3d8) radiant damage. It can then teleport to an unoccupied space it can see within 5 feet of one of the targets. The Sentinel regains the use of this action if a creature within 30 feet of it loses concentration on a spell.

Bonus Actions

Breaking Palm. The Sentinel touches a creature within 5 feet of it, removing any temporary hit points the target has.

Dash. The Sentinel takes the Dash action.

Reactions

Parry. The Sentinel adds 3 to its AC against one melee attack that would hit it. To do so, the Sentinel must see the attacker and be wielding a melee weapon.

Anti-Magic Strike. When a creature within 5 feet of the Sentinel casts a spell, the Sentinel can make a melee weapon attack against it.

JAEGER

Roman Kuzmin

The jaegers of Luyarnha stand as the city's premier line of defense, a formidable force whose might single-handedly turned the tides of battle in the First War. These warriors exhibit an unwavering commitment to their city, always the first to answer the call of duty and often the last thing their adversaries see. In their hands, the jaegers wield potent trick weapons gifted to them by the Church and other factions dedicated to the city's salvation. With these instruments of destruction, they can decimate entire squadrons of beasts and humanoids, nimbly evading attacks and relentlessly pursuing their quarries until their blades sink into their targets.

The mysterious process of their creation is closely guarded by their creators, the enigmatic Obitus Scholare. With the ongoing city lockdown, however, the ranks of the jaegers have been gradually thinning. They fall in battle more rapidly than new jaegers can be forged. It is the hope of all citizens that Luyarnha can stem the tide of the Scourge before their mightiest shield shatters.

Every jaeger’s life revolves around a strict regimen of training and battle, honing their skills and reflexes beyond the potential of mere mortals: with each kill, they sharpen their instincts, bolstering their own strength and becoming harder to kill—an unfortunate truth that applies even to those of them who lose their sanity. Jaegers are the city’s greatest hope and the embodiment of its deepest fear—the jaegers, ever the hunters, ever the hunted.

Jaeger

Medium humanoid (any race), any alignment

Armor Class 18 (natural armor)
Hit Points 123 (19d8 + 38)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	14 (+2)	13 (+1)	12 (+1)

Saving Throws Dex +7, Int +5
Skills Athletics +6, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages any one language (usually Common)
Challenge 8 (3,900 XP)

Encircling Strikes. Once per turn, when the jaeger attacks from the opposite side of a creature from where it started its turn, or attacks while on the opposite side of a creature from an ally, it deals an additional 3 (1d6) damage on a hit.

Evasion. If the jaeger is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the jaeger instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Flexible Combatant. When the jaeger draws or stows a weapon, it can draw or stow another weapon with the other hand. It can reload weapons with the loading, reload, or barrel properties without a free hand.

Additionally, if the jaeger is carrying a one-handed melee weapon in one hand, and a one-handed ranged weapon in the other hand, it doesn't have disadvantage on attack rolls with ranged weapons from being within 5 feet of a hostile creature.

Hemorrhaging Wound (Recharge 5-6). The jaeger can't use this trait on the first round of combat. When the jaeger hits a creature with a blade attack, it rends a vicious wound. At the end of each of the target's turns, it loses 17 (5d6) hit points. Each time the target takes damage from this effect, the number of dice of damage it takes at the end of its next turn is reduced by one, and the bleeding stops when the number of dice is reduced to 0. A bleeding creature can make a Constitution saving throw at the end of each of its turns, after taking the damage, ending the effect on a success. The DC equals 15 + half the number of dice of damage remaining (rounded down).

If the jaeger hits a bleeding target with a blade attack, the target doesn't gain a new wound, but its wound's damage resets to 5d6.

Magic Weapons. The jaeger's weapon attacks are magical.

Piercing Gaze (1/Day). The jaeger gains darkvision out to 120 feet and the effect of *see invisibility* for 1 hour (no action required).

Sharp Senses. Whenever the jaeger uses its **Dodge Step**, **Weapon Parry**, or **Chasing Finisher**, it gains advantage on its next attack roll.

Special Equipment. The jaeger wields a *dream executioner*. Alternatively it can be wielding an *orphan's cradle*, a *serpent bladewhip*, or a *meat hookshot*. Its blade attack and references to it are replaced with an attack made with the respective weapon.

Actions

Multiattack. The jaeger makes three blade attacks. If it is wielding a firearm, it can also make one firearm attack.

Blade. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Firearm. *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Bonus Actions

Chasing Finisher (Recharge 5-6). The jaeger moves 40 feet and makes a blade attack. On a hit, the target takes an additional 14 (4d6) slashing damage.

Reactions

Dodge Step (3/Short Rest). When a creature the jaeger can see attacks it, if its speed isn't 0, it moves up to 10 feet without provoking opportunity attacks and makes a Dexterity saving throw with a DC equal to the attack roll's result. On a success, it evades completely and the attack misses. On a failure, it takes only half damage if the attack hits.

Weapon Parry (3/Short Rest). The jaeger fires off a bullet to deflect an attack that it can see within 60 feet of it. To do so, the jaeger must be wielding a firearm. It reduces the attack's damage by 13 (1d10 + 8). If this reduces the damage to 0, the attacker is stunned until the start of its next turn, as the bullet hits a nervous junction.

LUNAR REVENANT

The inexplicable feeling of fear that grips the heart and wrenches the gut is not a rare occurrence in Luyarnha. Most citizens blame that fear on the horrors that lurk in the streets at night, but some of the town's most deranged denizens accuse an unseen force: skeletal behemoths that lie in wait atop the spires of the city, and alongside its walls.

Silent Watchers

Lunar revenants move unseen, their form only revealed by the light of the moon, dwelling in locales where the stench of death permeates the very air they breathe. Hence, it comes as no surprise that so many are drawn to Luyarnha and its murderous madness. These eerie creatures do not make a sound, even upon death, they simply vanish, leaving behind naught but a thin trail of ash, the sole memento of their existence.

Peaceful Brutality

Although they never initiate a battle, once provoked, Lunar revenants become brutal engines of death, relentlessly attacking until their opponents lie shattered, before returning to their idle occupations, as if the fight was but a mere bad dream. Few hunters can testify to their ruthlessness, as few ever made it out alive. The first attack against a lunar revenant was ordered by the Radiant Church, in a misguided attempt to quell the tale of their existence. That night, dozens of hunters perished to bring down a single revenant, a sacrifice none were ready to pay. Thereafter, it was decided that these beings were best left well alone; after all, it is much easier to silence those who would spread rumors.

We don't know where they came from, nor what they desire, but we have learned through bloodshed that they are best left well alone.

Lunar Revenant

Huge undead, lawful neutral

Armor Class 13 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	18 (+4)	10 (+0)	14 (+2)	15 (+2)

Saving Throws Dex +3, Con +7
Skills Stealth +3
Damage Resistances cold, necrotic; piercing and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 12
Languages -
Challenge 8 (3,900 XP)

Fear Aura. Any creature that starts its turn within 120 feet of the revenant must make a DC 16 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the revenant's Fear Aura for the next 24 hours. If a creature cannot see the revenant, it automatically fails the saving throw.

Lunar Invisibility. While not in moonlight, the revenant is invisible and incapacitated.

Magic Resistance. The revenant has advantage on saving throws against spells and other magical effects.

Magic Weapons. The revenant's attacks are magical.

Spider Climb. The revenant can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The revenant makes three attacks: two slams and one with its greatsword.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 27 (6d6 + 6) slashing damage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Teleport. The revenant magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see that is illuminated by moonlight.

Maddening Screech (Recharge 5-6). The revenant howls an inaudible sound that shatters the mind. Each creature within 60 feet of the revenant must succeed on a DC 15 Wisdom saving throw, taking 33 (6d10) psychic damage and gaining one short-term madness on a failure.

Ryan Bittner

Roaring Mane

Large beast & elemental, unaligned

Armor Class 17 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 50 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	3 (-4)	13 (+1)	7 (-2)

Saving Throws Dex +5
Skills Athletics +7
Damage Vulnerabilities thunder
Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11
Languages understands Primordial but can't speak
Challenge 8 (3,900 XP)

Dune Predator. Whenever the roaring mane damages a prone creature with an attack, the creature's AC is reduced by 1 until the end of its next turn.

Earthen Pounce. If the roaring mane moves at least 15 feet underground or straight toward a target and then hits it with a claw attack on the same turn, the target takes an extra 9 (2d8) slashing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the roaring mane can make a bite attack against it as a bonus action.

Keen Hearing and Smell. The roaring mane has advantage on Perception checks that rely on hearing or smell.

Unwavering Pride. The roaring mane has advantage on saving throws against being charmed or frightened.

Actions

Multiattack. The roaring mane makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Tectonic Roar (Recharge 6). The roaring mane unleashes an earth-shattering roar, sending out a shockwave in a 15-foot cone in front of it. Each creature within the area must succeed on a DC 15 Constitution saving throw or take 22 (4d10) thunder damage, be knocked prone, and have its speed reduced to 0 until the end of its next turn.

The roaring mane can use this action while it is burrowed, and if it does so, the ground in the area becomes difficult terrain for other creatures for 1 minute. Each 5-foot square of difficult terrain can be cleared if a creature spends its action to do so.

ROARING MANE

The advent of the First War brought forth unanticipated terrors from the southern reaches, among them were the roaring manes, elemental lions that can tunnel through earth and explode onto the battlefield with deafening roars that unnerve even the most seasoned warriors. The precise method employed by the southern armies to tame these fierce beasts remains a mystery, with captured soldiers cryptically alluding to sharing a bond of blood.

These beasts, once capable of burrowing beneath the Luyarnha's primitive walls, never could penetrate stone nor steel. Ironically, the menace they once posed bolstered the city's defenses, providing employment opportunities for the cursed-bloods, who went on to strengthen not only the city walls but also the city's infrastructure. This construction effort thwarted roaring manes, the reinforced ramparts now more profound and impervious—a fortified blend that would serve to break their claws.

In the era before ramparts and the Scions' mastery over lightning and thunder, roaring manes were a dreadful omen on the battlefield. However, today, with the resolution of the First War, the echoes of the roaring manes' destructive past have vanished and the few that remain are held in captivity, serving as amusement for the city's nobility in their combat arenas.

BLUE-FLAME CUSTODIAN

Creations of the Scions, blue-flame custodians are instrumental tools of the eldritch hunt, as their azure flames reveal even those who lurk beyond. Though their minds are engineered to be unbreakable, their swords often fail under the tremendous force of their blows. The cerulean fire that powers them is manufactured by exposing flames to Scionic lightning, a practice that some in their ranks call blasphemous.

A custodian's sturdy body is used as a shield in the midst of battle, defending the intellectual and frail scientists that are the Scions—a shield that must be held separate from one's body. Indeed, some have tried to create armor from the body of custodians; all were immolated by the azure flames.

In the aftermath of the first hunts, the production of blue-flame custodians came to a halt, as the rare metals required for their construction disappeared, along with entire trade routes, when Luyarnha was cut off from the world. Now, what remains of these living suits of armor is fiercely protected by the Scions, and their bodies are always sought after, should they fall in battle.

Blue-Flame Custodian

Large construct, unaligned

Armor Class 17 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Resistances piercing
Damage Immunities fire, poison, psychic
Condition Immunities charmed, exhaustion, frightened, invisible, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 9 (5,000 XP)

Illumination. The custodian sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Immutable Form. The custodian is immune to any spell or effect that would alter its form.

Inferno (1/Day). Upon approaching death's door, the custodian unleashes its full potential. When the custodian is reduced to 84 hit points or fewer, its flames consume it for the next minute, and it gains the following benefits:
- At the start of each of its turns, each creature within 5 feet of it takes 5 (2d4) fire damage.
- Its Blue-Flame Blast creates a 30-foot cone and deals an additional 3 (1d6) fire damage.
- Its melee weapon attacks deal an additional 2 (1d4) fire damage on a hit.
- Its speed is doubled.

Magic Resistance. The custodian has advantage on saving throws against spells and other magical effects.

Magic Weapons. The custodian's weapon attacks are magical.

Scorching Azure. Whenever the custodian deals fire damage, its blue flames are unleashed. The target must succeed on a DC 17 Constitution saving throw or be scorched by them for 1 minute or until a creature takes an action to douse the fire. While scorched in this way, a creature sheds dim light in a 10-foot radius, takes 2 (1d4) fire damage at the start of each of its turns, can't benefit from being invisible, and the custodian can see it through full cover while within 300 feet of it.

Actions

Multiattack. The custodian makes two melee attacks.

Sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Bonus Actions

Blue-Flame Burst. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

Blue-Flame Blast (Recharge 3-6). The custodian magically releases a blast of flames in a 15-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. A creature within 5 feet of the custodian can use its reaction to attempt to redirect the flames before creatures make their saving throws. It must make a contested Athletics check. On a success, it can choose in which direction the custodian releases the burst of flames.

Reactions

Blinding Nova. When the custodian is attacked by a creature within 30 feet of it that it can see, the custodian can impose disadvantage on the attack roll, causing a burst of blinding flames to erupt from itself. An attacker that can't be blinded is immune to this effect.

Rastislav Le

CERVUS TENEBRIS

The cervus tenebris, spectral beings adorned with massive sets of ghostly wings, prowl the shadows in search of their next unsuspecting victim. Once humanoid, they were driven by an insatiable hunger so monstrous that they succumbed to the unthinkable act of cannibalism. In the throes of their grisly feast, they consumed their own bodies, an abomination that should have led to their demise. But the cosmos had other plans. Instead of meeting their end, they underwent a heinous transformation, becoming monstrous beings shrouded in shadows and damned to a never-ending existence of torment.

Only while it hunts does the gnawing pain that crucifies its body dulls—it lives in a constant state of agony. This torment it externalizes unto its victims, summoning shadows from the fallen to stalk and drain the life from its quarries, weakening them for an inevitable, gruesome death. The cervus tenebris hunts by consuming the flesh and shadows of the living, growing more formidable as it feasts upon the essence of its prey, its spectral wings expanding as it gorges itself upon the life of its victims.

Ryan Bittner

Cervus Tenebris

Medium monstrosity, neutral evil

Armor Class 15
Hit Points 105 (14d8 + 42)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	21 (+5)	17 (+3)	3 (-4)	16 (+3)	19 (+4)

Saving Throws Dex +9, Wis +7

Skills Perception +7, Stealth +9

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't moongilded

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, petrified, poisoned, prone, restrained, stunned

Senses darkvision 120 ft., passive Perception 17

Languages —

Challenge 9 (5,000 XP)

Incorporeal Movement. The tenebris can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Intangible Body. The tenebris's body is made of moving shadows; ranged weapon attacks against it are made with disadvantage.

Sunlight Sensitivity. While in sunlight, the tenebris has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

Vile Aura. Beasts refuse to approach closer than 30 feet of the tenebris. If a beast ends its turn in that area, it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute.

Actions

Multiattack. The tenebris makes two attacks.

Cannibalize. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 27 (5d8 + 5) piercing damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken and the tenebris regains half as many hit points and one use of its Shadow Jump. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Bonus actions

Shadow Jump (2/Day). The tenebris teleports to a space in darkness that it can see within 60 feet of it. Alternatively, it teleports inside of the space of a Medium or larger creature within 60 feet of it, emerging from the creature's entrails.

Create Shadows. The tenebris targets the corpse of a humanoid within 10 feet of it that died violently in the last hour. The target's spirit rises as a shadow in its space and the corpse can't be targeted in this way again. This shadow is under the tenebris's control. The tenebris can have no more than two shadows under its control at a time.

Reactions

Feast on Darkness. When the tenebris reduces a creature to 0 hit points, it devours the creature's shadow. The tenebris's wings grow longer, its flying speed increases by 20 feet, and it gains a +2 bonus to attack and damage rolls for 1 minute or until it falls unconscious. It can gain this bonus multiple times, each time it devours a creature's shadow. A creature whose shadow has been devoured can't be targeted by this reaction again. A remove curse spell cast on a creature that lost its shadow allows it to regrow it.

DEVOURING BELUA

The emergence of such a formidable monster as this breed of belua is a rare and dreaded event. Most beluas succumb to their curse and transform into lesser monstrosities, such as the Scourge Lycans, which though still dangerous, don't possess the same unfathomable savagery as their greater kin. However, should a particularly skilled hunter lose their grip on their own humanity, they may become a far greater menace to the city than any mere beast they had once vanquished.

The devouring belua is a fearsome monstrosity birthed from the unbridled fury of an eponymous scourgeborne, a monster that bears witness to the brutal nature of their curse. Once half-beasts of lupine visage, with a tenuous hold on their souls, they are now consumed by the inferno of their own anger, and have surrendered entirely to their bestial essence, abandoning any semblance of morality. The devouring belua's lupine form has completely overtaken their humanoid shape; their once unblemished skin now a mangled tangle of coarse, matted hair; their muzzles elongated, filled with razor-sharp teeth that rend flesh with vicious ease; and their howls, harrowing echoes of their suffering, are now cacophonous cries that freeze the blood of those who hear them.

Once turned, these monsters prowl the shadowed alleyways and desolate corners of Luyarnha, their blind anger robbing them of their sight, like a cruel poetry of fate. Relying solely on their heightened senses of hearing and smell to navigate the world around them, their blindness now only serves as a catalyst for their rage, ensuring that anyone—beast or human—who crosses their path will be met with a storm of ferocity.

It is whispered that devouring belua are capable of detecting the rage that lies dormant in the hearts of others, drawn to the turmoil that festers within. They prey upon these enraged souls, devouring the very essence of their anger, leaving behind a broken husk, devoid of fury or flesh, whilst feeding their own insatiable anger in vain.

Roman Kuzmin

Devouring Belua

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	19 (+4)	3 (-4)	17 (+3)	13 (+1)

Saving Throws Con +8
Skills Athletics +9, Perception +11
Damage Resistance bludgeoning, piercing, slashing
Condition Immunities blinded
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 21
Languages —
Challenge 10 (5,900 XP)

Blood Frenzy. The belua has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Crippling Strikes. Creatures provoke opportunity attacks from the belua even if they take the Disengage action before leaving its reach. When the belua hits a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.

Keen Hearing and Smell. The belua has advantage on Perception checks that rely on hearing or smell.

Never-ending Fury. The belua has advantage on Strength checks and Strength saving throws and a +3 bonus to its damage for melee weapon attacks (included in the attacks).

Regeneration. The belua regains 15 hit points at the start of its turn. If the belua takes damage from a moongilded weapon, this trait doesn't function at the start of the belua's next turn. The Belua dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The belua makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 17 (2d8 + 8) piercing damage. This attack scores a critical hit on a roll of 19 or 20 on the d20. On a critical hit, the belua's monstrous jaws rip off one of the target's appendages. Roll a d12 on the following table for the result:

1-2: Right forearm
3-4: Left forearm
5-6: Right hand
7-8: Left hand
9: Left leg
10: Right leg
11: Gut
12: Head

A creature that has an appendage ripped off takes 5 (1d10) necrotic damage at the start of each of its turns as it bleeds out, until it receives magical healing. If its gut is ripped off, it takes 11 (2d10) necrotic damage instead. A creature that loses its head dies if it can't live without it.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 13 (2d4 + 8) slashing damage.

Bonus actions

Bestial Rage (3/Day). The belua enters a feral rage fuelled by its ravenous hunger. It becomes Huge, it gains 20 temporary hit points, and the number of damage dice of its natural weapon attacks increase by one (3d8 for the bite and 3d4 for the claw). This transformation lasts for 1 minute, or until the belua takes more than 15 damage from a moongilded weapon in a single turn, or until the belua dies.

Leap. The belua jumps up to 50 feet horizontally or vertically.

Variant: Revelations

Some unfortunate beluas cross path with accursed weapons that robs them of their sight, hastening the scourgeborne's descent into their fully transformed, Devouring kin. Such a belua has a CR of 11, and gains the following trait:

Special Equipment. *The Devouring Belua has a* **Revelations** *(SGttEH page XX). It can replace its claw attacks with attacks with the weapon.*

OWLBEAR

Owlbear

Huge monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	3 (-4)	12 (+1)	7 (-2)

Saving Throws Con +9, Wis +5
Skills Perception +9, Stealth +6
Damage Resistances bludgeoning, piercing, poison
Senses darkvision 120 ft., passive Perception 19
Languages -
Challenge 10 (5,900 XP)

Keen Sight and Smell. The owlbear has advantage on Perception checks that rely on sight or smell.

Regeneration. The owlbear regains 15 hit points at the start of its turn if it has at least 1 hit point. If any of its limbs are severed (including tentacle or head), they instead regrow and the owlbear doesn't regain hit points.

Fear of Radiance. If the owlbear takes radiant damage, it suffers a -2 penalty to its AC and Dexterity saving throws until the end of its next turn and becomes enraged. While enraged, the owlbear attacks the source of the radiant damage until the target dies, it has advantage on attack rolls against it. Once the owlbear becomes enraged, for the next minute, it continues to attack this target until it or the target dies.

Actions

Multiattack. The owlbear makes three attacks: two with its tentacles and one with its beak or fanged neck.

Beak. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Fanged Neck. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage. If the target is grappled by the owlbear, the attack is a critical hit.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage, and the target must make a DC 18 Constitution saving throw. On a failure, the target is impaled by the tentacle and is grappled (Escape DC 18) and restrained while grappled in this way. A tentacle can be cut down, freeing any impaled creatures. The tentacle has the same damage resistances as the owlbear, AC 16, and 20 hit points. Any damage dealt to the tentacle is also dealt to the owlbear, up to a maximum of 20. The Owlbear has two tentacles and can only make a tentacle attack or grapple with tentacles that haven't been cut down.

Bonus Actions

Rush. The Owlbear moves up to half its speed.

The owlbear, an eldritch abomination of feather, fur, and flesh, is a grotesque chimera that defies all reason and order. With the head of an owl, the body of a bear, and the scales of a serpent, it moves with an unnatural, fluid grace, as if its bones were made of rubber rather than calcium. Its matted fur is a patchwork of grays and browns, covered in a sickly sheen of slime and sweat, and its twisted tentacles are incapable of swimming, instead serving as a mockery of the octopus form.

The neck of an owlbear is the most unsettling aspect of its monstrous form. Adorned with a swirling mass of fleshy fangs, its neck is a kaleidoscope of madness that seems to shift and writhe of its own accord. As an owlbear approaches, the stench of decay and corruption precedes it, filling the air with a noxious cloud of rot and filth. Its jaws, lined with razor-sharp teeth, click and snap with a rhythmic hunger that speaks of its insatiable appetite for flesh. Its claws, long and curved like sickles, are stained with the blood of countless victims, and its very presence seems to warp reality around it, plunging the world into a nightmare of darkness and chaos where light will be snuffed out.

Maximiliano Moretto

PENITENT

Librarian Kristoff's Journal Entry #32 – The Penitent

This plane does not birth them, yet they feast on the limbs of its denizens. Could they be aberrations born from the Scourge's corruption upon our citizenry? I find it improbable, given their uniform golden masks – an oddity unlikely from simple mutation. Perhaps remnants of church weaponry of the First War?

That too seems a stretch. The sacred tomes affixed to their sides bear no resemblance to any religious texts I have encountered. An important piece of the puzzle that deepens the mystery surrounding them.

One particularly unsettling observation – they possess a capability akin to 'reproduction.' Yet, instead of a natural birthing process, they seem to corrupt other beings into their likeness, each new convert subsequently donning a similar golden mask.

They abhor sunlight and shun noise, fleeing from both like beasts before a flame. This would explain why they rarely appear above the surface. My studies lead me to speculate on the existence of an overarching hive mind, a singular consciousness puppeteering these drones.

Penitent

Large humanoid & monstrosity, chaotic evil

Armor Class 12
Hit Points 247 (26d10 + 104)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	19 (+4)	3 (-4)	13 (+1)	19 (+4)

Saving Throws Con +8
Skills Acrobatics +6, Athletics +11
Condition Immunities exhaustion, frightened
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 11
Languages —
Challenge 10 (5,900 XP)

Accursed Body. The penitent's body is barely held together. Whenever the penitent takes more than 50 damage, one of its limbs disintegrates into ash (each of its two arms first, then each of its two legs). If the penitent reattaches a lost limb, even if it belonged to a different humanoid, it regains 50 hit points.

Cleaving Strikes. When the penitent makes a melee weapon attack, it can make another attack with the same weapon against another creature within 5 feet of the original target and within reach as part of the same attack. If the penitent does so, its speed is halved until the end of its turn.

Magic Weapons. The penitent's weapon attacks are magical.

Mask of Penitence. While wearing its mask, the penitent is blinded and immune to madness.

Actions

Multiattack. The penitent makes three greatsword attacks. It can use Hands of Punishment in place of one attack.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage.

Hands of Punishment. The penitent destroys one of the limbs in its crucible to summon blasphemous hands. Each creature in a 20-foot-radius sphere centered on a point that the penitent can see within 60 feet of it must succeed on a DC 16 Dexterity saving throw or take 2 (1d4) psychic damage and be restrained by the hands until the end of the penitent's next turn. While restrained in this way, corruption seeps within the target and it has disadvantage on Intelligence checks and Intelligence saving throws.

Bonus Actions

Bloodthirsty Dash. The penitent moves up to its speed towards a hostile creature it can see without provoking opportunity attacks.

Limb Offering. The penitent warps the intellect of a creature it can see within 30 feet of it. The target must succeed on a DC 16 Intelligence saving throw or extend one of its limbs forward (the penitent's choice). If the penitent hits the target with a greatsword attack before the end of its turn, the limb is cut clean (see 'Losing Limbs', page XX of SGttEH). The penitent then adds the limb to its crucible.

Reattach Limb (3/Day). The penitent magically attaches one of the limbs in its crucible to itself or a willing creature within its reach if that creature is missing the limb. The limb is fully functional, and the creature regains any abilities it lost due to the limb being severed. The penitent starts with 1d4 limbs in its crucible.

Reactions

Blasphemous Prison. When a creature starts its turn within 5 feet of the penitent, or enters the area for the first time on a turn, the penitent can entrap it in its crucible. The target must succeed on a DC 19 Dexterity saving throw or be trapped in the crucible. While trapped, the target is restrained, has total cover against effects outside the crucible, and takes 7 (2d6) fire damage at the start of each of the penitent's turns. A trapped creature, or an ally within reach, can use its action to make a DC 19 Athletics check, toppling the crucible and freeing the creature on a success.

If toppled, the crucible magically teleports onto the back of the penitent at the end of its next turn. Alternatively, the penitent can recall it as a bonus action. While not carrying the crucible, the penitent can't use its Hands of Punishment, Limb Offering, or Reattach Limb actions.

Galvanized Prowler

Large beast & monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	9 (-1)	12 (+1)	9 (-1)

Saving Throws Dex +8, Con +8
Skills Perception +5, Survival +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 11 (7,200 XP)

Magic Weapons. The prowler's weapon attacks are magical.

Lightning Absorption. Whenever the prowler is subjected to lightning damage, it takes no damage. Instead, it regains hit points equal to half the damage dealt and can teleport up to 30 feet to an unoccupied space it can see and make one claw attack.

Lightning Reflexes. The prowler always takes its turn first in initiative order.

Bonus Actions

Rampage. If the prowler reduced a creature to 0 hit points with a melee attack this turn, it moves up to half its speed and make a claw attack.

Call of the Storm (1/Day). The prowler howls as a bonus action, summoning a storm cloud above itself that it can direct, as per the *call lightning* spell (DC 16). In addition, it can use a bonus action on each of its turns while concentrating on the spell to target itself with a bolt of lightning.

Actions

Multiattack. The prowler makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 3 (1d6) lightning damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 3 (1d6) lightning damage.

Lightning Nova (Recharge 5-6). The prowler unleashes electricity with an explosive scream. Each creature within 20 feet of the prowler must make a DC 16 Constitution saving throw. On a failed save, a creature takes 28 (8d6) lightning damage and can't use reactions or bonus actions until the end of the prowler's next turn. On a successful save, a creature takes half as much damage and suffers no additional effects. A creature that fails this save by 5 or more is also stunned until the end of the prowler's next turn.

Reactions

Thunderous Revival (1/Day). When the prowler is reduced to 0 hit points, it emits a thunderous howl, instantly regaining 33 (6d10) hit points. Each creature within 10 feet of the prowler must make a DC 16 Constitution saving throw, taking 16 (3d10) thunder damage and being knock prone on a failed saving throw, or taking half as much damage and not being knock prone on a successful one. A creature that fails this save by 5 or more is also stunned until the end of the prowler's next turn.

Legendary Actions

The prowler can take 1 legendary action, choosing the option below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The prowler regains spent legendary actions at the start of its turn.

Leap. The prowler jumps a number of feet up to its speed and lands on its feet in a space that can contain one or more other creatures. Each of those creatures must make a DC 16 Dexterity saving throw. On a failed save, a creatures takes 14 (4d6) bludgeoning damage and 14 (4d6) lightning damage and is knocked prone . On a successful save, a creature takes half as much damage, isn't knocked prone, and is pushed 5 feet into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the prowler's space.

GALVANIZED PROWLER

A chimeric creation of beasts and bones, galvanized prowlers were once the epitome of Scion technology, a defensive bastion against the Scourge's onslaught. Corrupted by the eldritch components from which they were crafted, they slaughtered their masters and joined the ranks of those they once hunted.

Storm Hunter. Leaping between rooftops, galvaznied prowlers are as avid storm chasers as they are predators; they revel in the refreshing tickle of a lightning strike on their skin and use a tempest's rolling thunder as cover to mask the sound of their pursuit. The howl of a prowler is distinctive, an ear-scrambling cacophony of taut wire scraping over rusted bones. To hear such a noise is a clear warning to remain indoors, with doors barred and windows shuttered, lest it is death you seek.

Origin. In their efforts to build an arsenal of creatures with which to defend Luyarnha, the Scions explored the magic of chimerification. With threads of tin, these scientists stitched components harvested from eldritch corpses to the bodies of criminals and, with a burst of lightning, fused the rotting mass into a weak-willed and easily manipulable creature. But their weak will and eldritch blood made them susceptible to the influence of the Great Ones, who soon found new foot soldiers to add to their chaotic horde.

Marcelo Orsi Bianco

DEATH

In the forlorn Luyarnha, where clerics and hunters hold sway, magic capable of resurrecting the fallen is often called "The Call of Death." For those who have journeyed beyond the veil of mortality and dare return, an irremovable stain is left on their soul, beckoning their demise — “Death”.

A monster that stalks those who have eluded the clutches of the grave, a creature whose sole purpose is to snuff out the lives of those who have defied their fate, Death’s reputation is such that its mere mention is enough to send shivers down the spines of those afflicted.

No one knows for certain where Death came from or why it was unleashed upon the world, but its presence is a grim reminder of the fragility of life. Yet there are those who seek to defy this fate, who cling to life with a desperate fervor, willing to pay any price to cheat its relentless march, those who would think themselves above their kin, but to Death, their life has the same worth as that of a beggar’s—two gold coins, which shall cover their eyes until it finds its next prey.

Death

Medium undead, lawful evil

Armor Class 20 (natural armor)
Hit Points 97 (15d8 + 30)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	14 (+2)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +10, Wis +6, Cha +7

Skills Intimidation +11, Perception +10

Damage Resistances all

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered or moongilded

Condition Immunities blinded, charmed, exhaustion, frightened, grappled, restrained

Senses blindsight 120 ft., truesight 120 ft., passive Perception 20

Languages all

Challenge 12 (8,400 XP)

Blood Frenzy. Death has advantage on melee attack rolls made against any creature that doesn't have all its hit points.

Death's Embrace. A creature killed by Death can be restored to life only by a *wish* spell.

Magic Resistance. Death has advantage on saving throws against spells and other magical effects.

Magic Weapons. Death's weapon attacks are magical.

Turn Immunity. Death is immune to features that turn undead.

Actions

Multiattack. Death uses its Whistle of Death and makes four claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (3d4 + 6) slashing damage, and the target gains one bleeding die if it's a creature.

A creature can have up to **ten** bleeding dice, which are d4s. A creature rolls its bleeding dice at the start of each of its turns, taking slashing damage equal to the total rolled. This damage can't be reduced in any way. Each time the creature regains hit points, the number of hit points it regains is halved and it loses one bleeding die.

A creature within 5 feet of a creature with one or more bleeding dice can use its action to make a Medicine check (DC 10 + the number of bleeding dice), removing all bleeding dice on a success. If the creature has a healer's kit, it can expend two uses of the kit to automatically succeed on the check.

Change Shape. Death magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (Death's choice).

In a new form, Death retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Whistle of Death. One creature of Death's choice within 120 feet of Death and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature that has ever died automatically fails this saving throw. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Death's Whistle of Death for the next 24 hours.

Bonus Actions

Final Minute (1/Day). Death briefly stops the flow of time for all creatures except itself and one creature that it can see. No time passes for other creatures, while Death and the target take 1 minute, during which they can use actions and move as normal.
This effect ends if one of the actions Death uses or effects it creates during this period affects a creature other than it and its target or an object being worn or carried by a creature other than Death and its target. Death must concentrate on this ability (as if concentrating on a spell).

Scraping Charge. Death moves up to its speed in a straight line toward a target. If Death then hits it with its next claw attack on the same turn, the target takes an extra 5 (1d10) slashing damage.

Reactions

Deflect. Death adds 4 to its AC against one attack that would hit it. To do so Death must see the attacker.

Close the Gap. When Death is targeted by a ranged weapon attack, it can teleport to an unoccupied space within 5 feet of the attacker. To do so, Death must see the attacker.

DREAMER'S MINOR AVATAR

Dreamer's Minor Avatar

Large aberration, any evil

Armor Class 10
Hit Points 200 (16d10 + 112)
Speed 0 ft., swim 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	24 (+7)	20 (+5)	20 (+5)	24 (+7)

Saving Throws Con +11, Int +9, Wis +9, Cha +11
Skills Perception +13
Damage Resistances poison; bludgeoning, piercing, and slashing from attacks that aren't moongilded
Condition Immunities blinded, charmed, frightened, paralyzed, poisoned, stunned
Senses truesight 120 ft., passive Perception 23
Languages All, telepathy 300 ft.
Challenge 12 (8,400 XP)

Aberrant Mind. The avatar can maintain concentration on two spells at the same time. If it loses concentration, it loses both spells.

Aberrant Magic. Each time a creature fails a saving throw against a spell cast by the avatar, the creature also gains a short-term madness.

Fear Aura. Any creature hostile to the avatar that starts its turn within 30 feet of the avatar must make a DC 19 Wisdom saving throw, unless the avatar is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the avatar's Fear Aura for the next 24 hours.

Gift of Guilt. Whenever a creature damages the avatar, the creature must succeed on a DC 19 Wisdom saving throw or be wracked with remorse for its actions and take psychic damage equal to the damage dealt

Innate Spellcasting. The avatar's spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The avatar can innately cast the following spells, requiring no material components:

At will: *misty step, sanctuary*
3/day each: *bludgeoning horror*† (5th level), *color spray (5th level), counterspell* (5th level), *dominate person, haste, mass healing word, sleep* (5th level)
1/day each: *hold monster, hypnotic pattern, mass cure wounds, modify memory* (9th level), *plane shift, wall of force*

Magic Resistance. The avatar has advantage on saving throws against spells and other magical effects.

Sanctified Being. The avatar is permanently under the effect of the *sanctuary* spell, and attacking, casting spells, and dealing damage doesn't end the spell.

Actions

Mind Break. *Ranged Spell Attack*: +11 to hit, range 150 ft., one creature. *Hit*: 23 (3d10 + 7) psychic damage and the target can't take reactions until the start of its next turn.

Time Loop. The avatar chooses a creature it can see within 150 feet of it, attempting to force the creature to repeat itself. The target must succeed on a DC 19 Intelligence saving throw or, on its next turn, it is forced to use the same action and bonus action it performed on its previous turn. If the target can't perform the same action or bonus action (for example casting a spell because it is out of spell slots) it wastes the action and bonus action instead.

Bonus Actions

Gift of Power. The avatar utters a word of power. Allied creatures within 60 feet of the avatar that can hear it gain a power die that can be added to any die roll once before it's expended. The die begins as a d4, but increase to a d8, d10, and finally a d12 each time Gift of Power is used on the creature prior to it expending the die.

"Our Slumbering Father that lies dormant, may you discover our worthless world; may you sink it beneath your waves; may you grant us a glimpse of your grandeur; guide us home."

Should a bold soul dare to infiltrate the submerged chapels of the Deep Ones, they would soon discover an unsettling truth. The figures that ornament the watery halls are no statues at all; they are in fact shards of the Slumbering One's power, poised to imbue the world with the incomprehensible gifts of their otherworldly patron.

Conjured through the arcane rituals of the Deep Ones, the Dreamer's Minor Avatars are embodiments of their master, made manifest within submerged sanctuaries. Resembling inert statues, these entities endow the Slumbering One's devout followers with minute portions of the power they ardently seek. These avatars are devoid of thought and emotion, their purpose inscrutable, yet their link to the Slumbering One is undeniable. Meaningless specks of dust erring through the cosmos, devoid of the grandeur of their progenitor, one must wonder if their father is even aware of the existence of such worthless and pathetic effigies.

Adrian Prado

SOUL-SNATCHING ARANEA

A soul-snatching aranea is a scourgeborne that has succumbed to its curse. When alive, it was a master of duplicity and lies, a more formidable deceiver than the rest of its kin, navigating the world through a web of manipulation. In a twist of fate, its madness revealed the monstrous personality beneath and gave it a more fitting form. Now truly accursed, this horror continues to use its skills to prey on the living.

These massive arachnids find refuge in the abandoned buildings of Luyarnha, turning them into their feeding ground. The aranea weaves illusions aimed at the unsuspecting, luring them in with sounds and visions of their closest loved ones. Rumors claim that it can imitate the sound of any person, past or present, with chilling accuracy. Once it has lured its victim close, it reveals its true form—a giant arachnid monstrosity of legs and fangs, a head dangling upside down, adorned with multiple eyes that gleam with a dark, sinister light—before leaping and devouring its prey's soul, leaving only the shell of a body behind.

One of the many reasons why "regular" araneas are despised is because of their soul-snatching cousins.

Roman Kuzmin

Soul-Snatching Aranea

Large monstrosity, any evil

Armor Class 17 (natural armor)
Hit Points 190 (20d10 + 80)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	18 (+4)	15 (+2)	11 (+0)	19 (+4)

Saving Throws Cha +9

Skills Deception +14, Perception +5, Persuasion +9, Stealth +9

Damage Vulnerabilities radiant

Damage Resistances psychic; bludgeoning, piercing, and slashing from attacks that aren't moongilded or silvered

Condition Immunities charmed

Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 15

Languages Common, all languages any creatures whose souls it has eaten knew

Challenge 13 (10,000 XP)

Contorsion. The aranea can move through a space as narrow as 5 inches wide without squeezing.

Devour Soul. The aranea can eat the soul of a creature it has killed within the last hour, provided the creature has one. The devouring requires the aranea to be within 5 feet of the corpse for at least 10 minutes, after which it gains a number of Hit Dice (d10s) equal to half the creature's Hit Dice. Roll those dice, and increase the aranea's current hit points and hit point maximum by the total. For every four Hit Dice the aranea gains in this way, its attacks deal an extra 3 (1d6) damage on a hit. The aranea retains these benefits for 7 days. A creature whose soul is devoured by the aranea can be restored to life only by a *wish* spell.

Evasion. If the aranea is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the aranea instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Innate Spellcasting. The aranea's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *mage hand, minor illusion, prestidigitation, thaumaturgy*
3/day each: *blur, major image, silence*
1/day each: *mislead, phantasmal killer*

Snatcher's Mimicry. The aranea can perfectly imitate the voices of creatures whose souls it has devoured. The voice doesn't come from the aranea directly, echoing from its general direction instead. To discern the sound as unnatural and coming from the aranea, a creature can use its action to make a DC 17 Investigation check to inspect it, locating the origin of the voice on a success.

Spider Climb. The aranea can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The aranea ignores movement restrictions caused by webbing.

Web Sense. While in contact with a web, the aranea knows the exact location of any other creature in contact with the same web.

Actions

Multiattack. The aranea makes three attacks: one with its bite and two with its legs.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 26 (4d10 + 4) necrotic damage. The target must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. In addition, the aranea regains hit points equal to half the damage dealt.

Leg. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Mimic Spell (3/Day). The aranea casts a spell of 5th level or lower with a verbal component and a casting time of 1 action it has heard cast within the last hour, without expending a spell slot or material components.

Bonus Actions

Skitter. The aranea moves up to half its speed without provoking opportunity attacks

Web (Recharge 5-6). *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 17 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; 20 hp; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Reactions

Yelp. After a creature the aranea can see hits it with an attack, the aranea can yelp in pain in the voice of one of the attacker's loved ones. The attacker must make a DC 17 Wisdom saving throw. On a failure, it takes 9 (2d8) psychic damage and can't target the aranea with any attacks or effects until the end of its turn.

ECTELLAX THE FLAYED

Ectellax, The Flayed was just an eldritch wyrmling when the God-Shaped Hole sent him to the Templum Praeteritum as a test for the mortal priests there. He was the last of the tests before the "Radiant One" vanished. Unlike the other eldritch sacrifices, Ectellax defeated the priests in the temple by directly tapping into the God-Shaped Hole's power through the original eldritch carving. The exposure to this raw energy tore the flesh from his body, flaying him alive and leaving him in a constant state of agony.

Tempestuous Growth.

As the Radiant Church retreated and sealed the horrors away, Ectellax devoured the eldritch energy and grew faster than he would have otherwise. Now an adult, the dragon has gained a semblance of control over his enormous potential, and is ready to break through the sealed door leading to the Radiant Church and waits, desperate for his opportunity—even the monstrous gravitational fields he generates are useless against this eldritch prison.

Inherited Dreams.

Those of his kin share a collective memory that each newborn inherits—a gift of memory through flesh. Yet, the only thing that Ectellax has added to this wealth of knowledge is his despair. In his slumber, the memories of his ancestors possess him, tormenting him, rousing his anger and frustration, feelings that he is unable to act on. The visions of dragons soaring through the cosmos, bending foreign civilizations under their rule, or wiping them out of existence with their apocalyptic powers—sources of pride for his kind, and a painful reminder of his own helplessness.

Helpless Tyrant.

Trapped underground and cut off from the world, Ectellax's mind has slowly unraveled. He has long lost the ability to distinguish between reality and dream; sometimes believing himself free, he hurls himself against the walls of his stone prison. The earth trembles and stone groans as the dragon thrashes about in his sleep, shaking the surface world in the crossfire of his nightmare. The proud being is now nothing more than a trapped and tormented soul. Ectellax's long imprisonment has twisted his despotic intentions even further, turning them into a thirst for destruction and revenge. He longs to break free and unleash his fury on the world and the heavens, dethroning the so-called god that turned him into a puppet; but these remain hopeless wishes, as the barriers holding him underground remain unyielding.

Ectellax, The Flayed (Adult Eldritch Dragon)

Huge aberration & dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 275 (22d12 + 154)
Speed 40 ft., climb 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	14 (+2)	13 (+1)	23 (+6)

Saving Throws Dex +6, Con +13, Wis +7, Cha +12
Skills Insight +7, Perception +13, Persuasion +12, Stealth +6
Damage Resistances cold, necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't moongilded
Condition Immunities blinded, charmed, frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Deep Speech
Challenge 17 (18,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Maddened Mind. When a creature initiates telepathic contact with the dragon or attempts to read its mind, the creature must succeed on a DC 20 Intelligence saving throw or gain a short-term madness, as it witnesses the insanity the dragon holds.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *gravity well*†, *gravity storm*†, *levitate*
3/day each: *astral barrage*†, *fling*†, *gravitational distortion*†

†SGttEH

Hatred of Radiance. When the dragon takes radiant damage, it goes into a blind rage, sacrificing its own body for power. The dragon takes 11 (2d10) necrotic damage, which can't be reduced in any way, and can take an additional legendary action before the start of its next turn.

Actions

Multiattack. The dragon can use its Tyrant's Presence. It then makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) psychic damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tyrant's Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, the creature also prostrates itself before the dragon, falling prone and unable to stand up. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Tyrant's Presence for the next 24 hours.

Cosmic Breath (Recharge 5-6). The dragon exhales a rush of void and stars in a 90-foot cone. Each creature in that area must make a DC 20 Constitution saving throw. On a failed save, a creature takes 18 (4d8) necrotic damage and 18 (4d8) cold damage, and gains a short-term madness. On a successful save, the creature takes half as much damage and doesn't suffer any additional effect.

Bonus Actions

Tentacle. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one creature. *Hit:* 12 (1d8 + 8) psychic damage. If the target is Huge or smaller, it is grappled (escape DC 22). The dragon can have up to four creatures grappled at a time.

Leap. The dragon uses 10 feet of movement to jump 30 feet.

Reactions

Dimension Warp. When a creature within 150 feet of the dragon targets it with a spell, the dragon can attempt to warp the world to swap positions with its assailant. The spellcaster must succeed on a DC 20 Charisma saving throw or exchange position with the dragon, becoming the new target of the spell.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Tentacle Attack. The dragon makes one tentacle attack.
Cast Spell (Costs 2 Actions). The dragon casts a spell.
Shatter Mind (Costs 2 Actions). The dragon targets a creature that it can see. The target must succeed on a DC 20 Intelligence saving throw or take 10 (3d6) psychic damage and gain a short-term madness. A creature the dragon is grappling automatically fails this saving throw.

ORR, THE GRIEVING REBIRTH

Orr, The Grieving Rebirth (First Form)

Huge aberration (god), chaotic evil

Armor Class 17 (natural armor)
Hit Points 262 (21d12 + 126)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	16 (+3)	18 (+4)	23 (+6)

Saving Throws Dex +6, Con +12, Int +9, Wis +10
Skills Arcana +9, Perception +10, Religion +15
Damage Immunities cold, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities charmed, frightened, madness
Senses truesight 300 ft., passive Perception 20
Languages understands all but doesn't speak
Challenge 18 (20,000 XP)

Amorphous. Orr can move through a space as narrow as 1 inch wide without squeezing.

Cold Absorption. Whenever Orr is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

Divine Rejuvenation. When Orr drops to 0 hit points, its body collapses into a writhing mass of flesh, whereupon Orr instantly reappears in its second form in an unoccupied space within 60 feet of where its first form was destroyed. Its initiative count doesn't change.

Freedom of Movement. Orr ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Immutable Form. Orr is immune to any spell or effect that would alter its form.

Innate Spellcasting. Orr's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *divine order: reveal*†, *fling*†, *gravitational distortion*†
1/day each: *bury*†, *crush*†, *divine order: transcend**†

*Orr always succeeds on the saving throw for this spell

Legendary Resistance (2/Day). If Orr fails a saving throw, it can choose to succeed instead.

Magic Weapons. Orr's weapon attacks are magical.

Actions

Multiattack. Orr makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage and 13 (2d12) cold damage. If a creature is damaged by this attack twice before the start of Orr's next turn, it must succeed on a DC 20 Constitution saving throw or gain one level of exhaustion.

Scream (3/Day). Orr emits a scream of pure rage and agony. Each time it screams before finishing a long rest, the scream is louder and the effect is different, as detailed below. Each creature within 500 feet of Orr and able to hear the scream must make a DC 20 Constitution saving throw.

Scream of Pain. Each creature that fails its save is affected by crippling pain for 1 minute. For the duration, the creature's speeds are reduced to 10 feet and it has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Further, if the target tries to cast a spell, it must first succeed on a DC 20 Constitution saving throw, or the casting fails and the spell is wasted. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scream Of Harvest. Each creature that fails its save becomes vulnerable to necrotic and cold damage for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scream of Death. Each creature takes 22 (4d10) cold damage and 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful save.

Bonus Actions

Teleport. Orr magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space.

Reactions

Warp Magic. Orr casts *counterspell* at 5th level.

Legendary Actions

Orr can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Orr regains spent legendary actions at the start of its turn.

Tentacle Attack. Orr makes one tentacle attack.
Teleport (Costs 2 Actions). Orr uses Teleport.
Cast a Spell (Costs 3 Actions). Orr casts a spell from its Innate Spellcasting trait, expending a use as normal.

First Form

Second Form

The result of the union between two beings of power with nothing but hatred for each other. A weeping child unable to control its fury.

Marcelo Orsi Blanco

Orr, The Grieving Rebirth (Second Form)

Huge aberration (god), chaotic evil

Armor Class 23 (natural armor)
Hit Points 253 (22d12 + 110)
Speed 10 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	20 (+5)	16 (+3)	18 (+4)	26 (+8)

Saving Throws Dex +12, Con +11, Int +9, Wis +10
Skills Acrobatics +18, Arcana +9, Perception +10, Religion +15
Damage Immunities cold, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities charmed, frightened, madness
Senses truesight 300 ft., passive Perception 20
Languages understands all
Challenge 20 (25,000 XP)

Amorphous. Orr can move through a space as narrow as 1 inch wide without squeezing.

Black Frost Shell. Orr starts with 50 temporary hit points. If a creature hits it with a melee attack while it has these hit points, the creature takes 50 cold damage.

Freedom of Movement. Orr ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Gravity Bound. Orr is bound by its curse. It can't position itself further than 20 feet away vertically from the ground. If it is moved higher than 20 feet, it immediately begins falling until it is 20 feet above the ground.

Innate Spellcasting. Orr's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *fling*†
1/day each: *bury*†, *divine order: sacrifice*†, *power word: kill*

Legendary Resistance (3/Day). If Orr fails a saving throw, it can choose to succeed instead.

Magic Weapons. Orr's weapon attacks are magical.

Magic Resistance. Orr has advantage on saving throws against spells and other magical effects.

Numbing Frost. If Orr damages a creature twice on a turn, the target must make a DC 22 Constitution saving throw. On a failed save, the target takes 17 (5d6) cold damage and is slowed, as per the *slow* spell, for 1 minute. On a successful save, the target takes half as much damage and isn't slowed. A slowed target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Actions

Multiattack. Orr uses its Frozen Rebirth. It then makes three tentacle attacks. It can replace up to two tentacle attacks with one maddening shard attack each.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage and 10 (3d6) cold damage, and Orr can push the target up to 30 feet away in a straight line.

Maddening Shard. Ranged Spell Attack: +14 to hit, range 150 ft., one target. Hit: 24 (3d10 + 8) cold damage, and if the target is a creature, it must succeed on a DC 22 Wisdom saving throw or gain a short-term madness.

Frozen Rebirth. Orr summons 1d4 hunters (SSgtEH page XX) in empty spaces it can see within 120 feet of it. The hunters are under Orr's control, are immune to cold damage, and gain a +4 bonus to attack and damage rolls. Orr can have no more than five hunters under its control at one time.

Bonus Actions

Vanish. Orr explodes in a blast of rime and wind. Each creature within 60 feet of it must make a DC 22 Constitution saving throw, taking 17 (5d6) cold damage on a failure, or half as much damage on a success. Creatures touching metal objects (for example, carrying metal weapons or wearing metal armor) automatically fail this saving throw. Orr then reappears in an unoccupied space of its choice that it can see within 120 feet of it.

Reactions

Devour Magic. When a creature Orr can see within 60 feet of it casts a spell, Orr casts *counterspell* at 5th level. If it successfully counters the magic, it regains hit points equal to three times the spell's level (0 for cantrips).

Legendary Actions

Orr can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Orr regains spent legendary actions at the start of its turn.

Tentacle Attack. Orr makes one tentacle attack.
Teleport (Costs 1 Actions). Orr uses its Vanish.
Cast a Spell (Costs 2 Actions). Orr casts a spell from its Innate Spellcasting trait, expending a use as normal.

GOAT MOTHER'S AVATAR

When the Blood Moon of Rebirth descends upon the world, it can deliver a corporeal sliver of the entity that imbues it with potency, an immature and frail embodiment of its vast cosmic might. Yet, the power of mortals is so insignificant that even this fragile shard of the Goat Mother's energy can force the world to capitulate beneath its young.

Whispers tell of such an avatar manifesting once in the kingdom of men. The collective might of their army proved insufficient, as the pathetic Thousand Youngs laid the realm to waste. Her existence was fleeting, dissipating alongside the moon, her inscrutable purpose fading with it. No such avatar has been witnessed since, the world likely so insignificant—a mere speck in the grand cosmic expanse—to catch a fragment of the Great One's attention.

Yet the question lingers—what might transpire as the world ventures perilously closer to otherworldly forces far beyond understanding? Ignorance is indeed bliss, and those who dare to pry too close to the truth face unsettling revelations. As mortals dabble in these eldritch arts, one can't help but fear the return of the pathetic avatar, or worse.

Lair Actions

On initiative count 20 (losing initiative ties), the Goat Mother's Avatar takes a lair action to cause one of the following effects; she can't use the same effect two rounds in a row:

- **Unholy Blood.** Blood drips from the moon and forms three 10-foot-radius pools on the ground within the lair. Whenever a creature summoned by the Goat Mother's Avatar starts its turn in a pool or moves into a pool for the first time on its turn, it gains 11 (2d10) temporary hit points.

- **Servants of the Goat Mother.** The trees themselves open to give birth to servants of the Goat Mother. 1d4 aberrations, beasts, humanoids, or monstrosities of CR 3 or lower appear in unoccupied spaces within the lair. They share the Goat Mother Avatar's initiative but take their turn immediately after her and function in the same way as creatures summoned by her Circle of Rebirth.

- **Roiling Madness.** A cloud of roiling, maddening fog falls upon the lair. Each creature in the lair of the Goat Mother's Avatar's choice must succeed on a DC 17 Wisdom saving throw or take 16 (3d10) psychic damage and gain one short-term madness.

Regional Effects

The region containing the Goat Mother's Avatar's lair is warped by her magic, which creates one or more of the following effects:

- When the Goat Mother's Avatar appears, the Blood Moon of Rebirth appears in the sky, and remains there until the avatar vanishes or dies.

- Trees within 6 miles of the lair grow taller and denser than usual, turning nearby forests into labyrinth-like wood. Creatures that enter the woods must make a DC 15 Survival check every hour to avoid getting lost.

- Aberrations, beasts, and monstrosities within 6 miles of the lair have their forms shifted. Their eyes turn into goat eyes, their skin or fur darkens, and they gain a climbing speed equal to their walking speed.

- Aberrations, beasts, monstrosities, and humanoids that engage in intercourse within 6 miles of the lair are blessed by the Goat Mother's fertility, immediately becoming pregnant if they have the necessary reproductive organs. Pregnancies within 6 miles of the lair progress as much in one hour as they would in a day, and whenever a humanoid is born within 6 miles of the lair, the GM rolls a d20. On a 10 or lower, the humanoid becomes an accursed tiefling, a beast, or a monstrosity.

If the Goat Mother's Avatar dies, vegetation remains as it has grown, but the other effects fade over 1d2 days. Creatures that are born accursed remain so for the rest of their lives.

"One can only wonder if the catastrophic annihilation wrought by this caprine being was a mere demonstration of power, a warning to those of us who meddle with forces beyond their comprehension. Though I posit that such a statement would be giving us far too much importance, and simple happenstance unleashed the apocalypse humans faced, happenstance yet again allowed it not to ravage the rest of our world. Woe betide the foolhardy souls who seek to harness these cosmic powers, for the consequences of such hubris could be disastrous.

So, we stand at the precipice, looking into the abyss, heedless of the fact that the abyss is also looking back at us, waiting, ready to swallow us whole."

- Founder of the School of Eldritch Tongue, at the Obitus' assembly

Goat Mother's Avatar

Huge aberration, neutral evil

Armor Class 19 (natural armor)
Hit Points 229 (17d12 + 119)
Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	24 (+7)	16 (+3)	30 (+10)	23 (+6)

Saving Throws Con +14, Int +10, Wis +17, Cha +13

Skills Perception +17, Religion +10

Damage Resistances cold, fire

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, exhaustion, frightened, madness, poisoned, unconscious

Senses darkvision 300 ft., truesight 100 ft., passive Perception 27

Languages Deep Speech, understands Common but can't speak it

Challenge 22 (41,000 XP)

Curse Weaver. The avatar's curses last for 1 minute. A cursed creature can make a DC 25 Charisma saving throw at the end of each of its turns, ending the oldest of these curses on itself on a success. If a creature drinks a vial of holy water, the DC of its next such saving throw is reduced by 5. A *remove curse* spell removes only one curse of the caster's choosing (or one at random). A *greater restoration* spell ends all curses on the target.

Cycle of Rebirth. If the avatar is reduced to 0 hit points, she teleports to the center of her nearest Circle of Rebirth, regains 50 hit points, and all her curses end. Until the end of her next turn, she can't be reduced below 1 hit point.

Goat Leap. The avatar's long jump is up to 120 feet and her high jump is up to 60 feet, with or without a running start.

Spellcasting. The avatar's innate spellcasting ability is Wisdom (spell save DC 25, +14 to hit with spell attacks). It can innately cast the following spells, requiring no material components::

At will: *find the path*, *revivify*, *world breaker*†
3/day each: *dominate monster*, *forest of dread*†, *heal* (other creatures only)
1/day: *divine order: sacrifice*†

Legendary Resistance (3/Day). If the avatar fails a saving throw, she can choose to succeed instead.

Mother Tongue. The avatar can communicate with creatures she has summoned as if they shared a language.

Nurturing Essence. Whenever a creature summoned by the avatar ends its turn within 10 feet of her, it regains 16 (3d10) hit points.

Progenitor's Tears. Whenever a creature that was summoned by the avatar dies, the avatar mourns its death, taking 14 (4d6) psychic damage and becoming enraged, granting her advantage on attack rolls until the end of her next turn.

Actions

Multiattack. The avatar uses her Maddening Presence, then makes three attacks. She can use Circle of Rebirth in place of one of her attacks.

Claw. Melee Weapon Attack: +12 to hit, reach 20 ft., one target. Hit: 31 (4d12 + 5) slashing damage and 13 (2d12) poison damage. If the target is a humanoid, it must succeed on a DC 25 Charisma saving throw or fall under the Curse of Goat's Blood. While cursed in this way, a creature has disadvantage on ability checks and attack rolls it makes while within the avatar's Circles of Rebirth.

Curse. Ranged Spell Attack: +17 to hit, range 300 ft., one creature. Hit: 26 (3d10 + 10) poison damage and the target suffers one of the following curses (avatar's choice):

Curse of Acquired Scent. Creatures summoned by the avatar have advantage on attack rolls against this creature.

Curse of Draining Life. Whenever the creature would regain hit points, the avatar regains those hit points instead.

Curse of the Red Moon. The creature can't cast spells of 5th level or higher.

Maddening Presence. The avatar expunges doom from her many faces. Each creature of the avatar's choice within 120 feet of the avatar and aware of her must succeed on a DC 25 Wisdom saving throw or become paralyzed until the end of its next turn. A creature paralyzed in this way isn't incapacitated, though it still can't move or speak. If a creature has failed this saving throw three times, it also gains an indefinite madness. If a creature's saving throw is successful or it has already gained an indefinite madness from this action, the creature is otherwise immune to the avatar's Maddening Presence for the next 24 hours.

Circle of Rebirth (Recharge 4-6). Using her birthing powers, the avatar creates a 15-foot-radius circle centered on a point within 120 feet of her. When the circle appears and at the start of each of the avatar's turns, she can summon any aberration, beast, humanoid, or monstrosity of CR 5 lower, which emerges under her control from an unoccupied space in the circle. The creature shares her initiative count, but takes its turn immediately after her, following the avatar's telepathic commands (no action required by her).

The circle has 50 hit points and AC 21. It has resistance to cold, fire, and necrotic damage, and immunity to poison and psychic damage. If the avatar summons three monsters from it or the circle is reduced to 0 hit points, it is destroyed.

Reactions

Maternal Instincts. When a creature summoned by the avatar within 30 feet of her is targeted by an attack roll, she can impose disadvantage on the attack roll.

Legendary Actions

The avatar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The avatar regains spent legendary actions at the start of her turn.

Claw. The avatar makes one claw attack.

Detect. The avatar makes a Perception check.

Dark Voyage (Costs 2 Actions). The avatar teleports to an unoccupied space within one of her Circles of Rebirth.

Goat Mother's Will (Costs 3 Actions). The avatar amplifies all curses she currently has active, weakening her foes. Each creature currently under the effect of a curse must succeed on a DC 25 Constitution saving throw or suffer an additional effect based on the curse affecting it, which lasts until the curse is removed:

Curse of Goat's Blood. At the start of each of its turns, the creature gains one level of exhaustion.

Curse of Acquired Scent. Whenever the creature takes damage from a creature summoned by the avatar, it takes an additional 11 (2d10) poison damage.

Curse of Draining Life. The creature has disadvantage on Strength and Dexterity saving throws and checks.

Curse of the Red Moon. At the start of each of its turns, the creature loses its highest level spell slot.

Marcelo Orsi Blanco

FALLEN HUNTERS

The term "Fallen Hunter" refers to those hunters who, tragically, have fallen prey to the scourge that afflicts Luyarnha. They represent the unfortunate reality of the struggles faced by those who dedicate their lives to hunting the monstrous and the vile.

Importantly, it's worth noting that, while these scourge-claimed hunters are numerous, they are not all simultaneously active, or even alive, within Luyarnha. If they were, the city would have crumbled long ago. The Fallen Hunters detailed in this book are specifically designed to serve as named antagonists - potential villains who can add depth and challenge to a campaign. The stronger the original hunter, the stronger the transformed form.

However, despite their fearsome nature, the Fallen Hunters present an interesting divergence from many of the adversaries heroes may face. They hold the hope for redemption. This concept of potential redemption is key in defining their role in the world of Luyarnha. It offers unique storytelling opportunities, and it can shape narrative arcs in a campaign in compelling ways.

Such redemption might take the form of a miraculous recovery driven by the heroes, restoring them to their former self, free from the scourge's insidious grasp. Alternatively, it might present itself as an opportunity for a Fallen Hunter to engage in one final act of defiance against the dark forces corrupting Luyarnha —or in the case of those who haven't completely lost their sanity, the opportunity to give them a new goal and a new hope to fight once more. In either case, these narrative paths allow for Fallen Hunters to be more than just adversaries; they can be tragic figures, symbols of resilience, and catalysts for emotionally charged moments.

Ari Ibarra

THE VEILED HUNTER

Once a simple woodsman and hunter who lived a quiet life in Jägerweiler Village, Brayden Lilyguard was chosen by the Obitus Scholare as one of the first to undergo their eldritch experiments. After being infused with the dead cerebro-spinal fluid of an eldritch entity (see "Part Three: The Eldritch Temple," page XX), he gained inhuman strength, speed, and the ability to tap into the natural world of the forest he loved so dearly. But as time went on, he and his fellow huntsman began to change. They began hearing dark whispers in their minds that eventually became a cacophony of terrifying screams. Their bodies morphed and changed into feral creatures.

Brayden fared better than his comrades in retaining most of his sanity, but couldn't stop the change into the specter-like being he had become. In the church's attempt to wipe them out with a flood of acid, he died. Years later, under the sky of a Blood Moon of Rebirth he was brought back, a mask adorning his face. he gathered the mutated "survivors" and rebuilt the village into what it is today. As the Veiled Hunter, his only passion is for the survival of his remaining people and the utter destruction of those he holds responsible.

More information on the Veiled Hunter can be read in the Vile Village adventure. (Page XX)

Veiled Hunter

Medium aberration, chaotic evil

Armor Class 12 (16 with barkskin)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	15 (+2)	13 (+1)	15 (+2)	19 (+4)

Saving Throws Wis +5, Cha +7
Skills Perception +5, Stealth +8
Damage Resistances acid, necrotic, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Common, Deep Speech, Sylvan
Challenge 7 (2,900 XP)

Innate Spellcasting. The Hunter's innate spellcasting ability is Charisma (spell save DC 15). The Hunter can innately cast the following spells, requiring no material components:

At will: *druidcraft*
3/day each: *blight, dominate beast, spike growth*

Eldritch Mask. The Hunter's mask is the source of its power. The mask has AC 22 and 25 hit points. The mask is immune to all damage except bludgeoning, fire, force, piercing, and slashing damage and it doesn't take damage from effects that target an area. While the Hunter is wearing its mask, it has advantage on saving throws against spells and other magical effects, can cast *speak with animals and plants* at will, and can't be deafened or magically put to sleep. If the mask is destroyed, it loses these benefits.

Legendary Resistance (1/Day). If the Hunter fails a saving throw, it can choose to succeed instead.

Treestep. Once on its turn, the Hunter can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger. After using this trait, the hunter gains the benefits of the *barkskin* spell until the start of its next turn.

Actions

Multiattack. The Hunter makes two attacks: one with its gravetouch and one with its maggotspit.

Gravetouch. Melee Spell Attack: +7 to hit, reach 15 ft., one target. Hit: 25 (6d6 + 4) necrotic damage.

Maggotspit. Melee Spell Attack: +7 to hit, reach 10 ft., one target. Hit: 24 (8d4 + 4) poison damage and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. A poisoned creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Rootprison (Recharge 4-6). The Hunter chooses up to five creatures within 30 feet of a tree the Hunter can see. Each creature must make a DC 15 Dexterity saving throw. On a failure, a creature takes 18 (4d8) piercing damage and is restrained for 1 minute. Whenever a restrained creature uses its action to make an attack or cast a spell, it takes 9 (2d8) piercing damage. A creature can use its action to make a DC 15 Athletics check to break itself or another creature within its reach free, ending the effect on that creature on a success.

Wooden Labyrinth. The Hunter chooses a creature it can see within 120 feet of it. The target must make a DC 15 Wisdom saving throw. On a failure, the creature becomes magically lost, automatically failing all Nature and Survival checks it makes for the next 24 hours and being unable to escape the woods. The creature isn't aware of this effect. On a success, the creature is immune to this effect for the next 24 hours and knows it was targeted by some sort of magic.

Bonus Actions

They Have Eyes. The Hunter transport its senses into any tree within 500 miles of it that it has seen, seeing and hearing as if it occupied the tree's space, until it ends the effect (no action required). During this time, it is blind and deaf in regard to its own senses.

Reactions

House of Leaves (3/Day). When the Hunter is hit by an attack, it turns into a pile of leaves and reappears in the branches of a tree within 60 feet of it, causing the attack to miss.

THE DEFILED LIBRARIAN

In the Luminary Repository rests the lifeless form of the Defiled Librarian, formerly an esteemed researcher of arcane secrets and revered advisor to the hunters. Drawn to forbidden lore, the scholar succumbed to an all-consuming fixation with an unfathomable being he referred to as "The Midnights of Rotting Creation."

Burning Ambitions

Aware of his insignificance within the vast cosmos, the faithless researcher longed to commune with the enigmatic entity, yearning to ascend and attain a power beyond his mortal flesh. His pride made him blind to his weakness before the vastness of the cosmos, and he clung to the belief that immense sacrifices would reveal the path. Driven to the edge of madness, the scholar enacted a heinous rite, setting an entire orphanage ablaze to fuel his dark incantations.

At last, an entity granted a response: a single, powerful word that tore asunder the scholar's mortal frame. His human flesh was rent apart, transformed into the terrifying specter known as the Defiled Librarian, forever imprisoned among the arcane tomes, his mind rising to higher planes, or so he believed.

Agonizing Ruler

In this realm, where minutes stretch into years, the Librarian's consciousness endures tortures born of osteomancy—an eternity of bone spines burrowing into his flesh and ravenous maws devouring his heart, only to regenerate anew. This ‘higher’ realm is naught but a place of torment and terror where the Librarian exists as both master and prisoner. The being has since learned to control the sinister magic that haunts him, his spectral figure trapped betwixt life and death. Conversely, within the confines of his scholarly lair, the Librarian's dead physical form lies, its remains ravaged by the passage of time. His eyes, however, continue to possess an unsettling vigilance, observing every movement, inexorably drawing the hapless souls that unwittingly stumble upon his moribund husk into his dread dominion. These unfortunates serve as both nourishment and specimens for the Librarian, their flesh dissected for sustenance and dark inquiry—a research dedicated to crafting macabre instruments that one day shall free him from this forceful exile.

The true visage of the Scholar has not been glimpsed by mortal eyes since that fateful day of unspeakable transgression, but rumors of spectral whispers within the halls of the Luminary Repository circulate, though few are foolish enough to inquire further.

Dark Lord Studios

The Defiled Librarian

Medium undead, lawful evil

Armor Class 13 (16 with *mage armor*)
Hit Points 90 (12d8 + 36)
Speed 15 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	15 (+2)	19 (+4)

Saving Throws Con +7, Int +9, Wis +6
Skills Arcana +9, History +9, Perception +6, Religion +9
Damage Resistances piercing
Damage Immunities poison, psychic
Condition Immunities exhaustion, poisoned, madness
Senses truesight 60 ft., passive Perception 16
Languages all
Challenge 11 (5,000 XP)

After Image. The Librarian can only use this trait if it has been reduced to 0 hit points in the past hour. Whenever the Librarian casts an osteomancy spell of 1st level or higher, it can teleport up to 30 feet to an unoccupied space that it can see. It also becomes invisible and projects an illusory image that makes it appear to be in its previous location until the start of its next turn. A creature that uses its action to examine the image can determine that it is an illusion with a successful DC 17 Investigation check. If a creature targets the illusion, it has the impression that the Librarian is magically absorbing the damage.

Aura of Silence. The Librarian has a permanent *silence* spell cast on itself that moves with it; this aura doesn't prevent the Librarian from casting spells with a verbal component, and it can't be dispelled.

Dark Devotion. The Librarian has advantage on saving throws against being charmed or frightened or gaining madness.

Erase Reality. The Librarian can sense when any creature within 120 feet of it can see through illusions (such as with truesight) and the Librarian has advantage on attack rolls against such creatures.

Eternal Nightmare (1/Day). If the Librarian is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it regains all its hit points and regains all its spell slots of 1st, 2nd, 3rd, and 7th level.

Spellcasting. The Librarian is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The Librarian has the following wizard spells prepared:

Cantrips (at will): *brittle bone throw*†, *mage hand*, *minor illusion*, *ray of frost*, *shocking grasp*
1st level (4 slots): *absorb elements*, *bone shield**†, *mage armor*, *phalangeal shot**†, *shield*
2nd level (3 slots): *arm cannon**†, *hold person*, *invisibility*, *misty step*
3rd level (3 slots): *blink*, *counterspell*, *displacing maw**†, *osseous impalement**†
4th level (3 slots): *dread scarecrow**†, *greater invisibility*, *maiden of bones**†
5th level (2 slots): *chisel skull**†, *dominate person*, *forest of dread**†
6th level (1 slot): *wall of bones**†
7th level (1 slot): *crush**†

**osteomancy spell of 1st level or higher*

Actions

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

Bonus Actions

Nightmare Dash. The librarian flies up to 30 feet in a straight line.

Reactions

Spell Reflection. When the Librarian succeeds on a saving throw against a spell, the spell is dispelled and the librarian gains a spell slot equal to the spell's level. This spell slot vanishes if the Librarian uses this reaction again or after 1 minute.

TISIPHONE - THE PRIMAL CHAOS

There exists a circle of druids known as the Circle of Symbiosis, whose devotees of the natural world sought to unite themselves with it in the most literal sense, utilizing the forbidden art of osteomancy to replace their own limbs with those of the creatures and plants that surrounded them. The resulting "awakened symbiotic entities" are beings that transcend the confines of their mortal forms, becoming monstrous amalgamations that defies the very laws of nature they revere.

The Chosen One

It was within this circle that a child named Tisiphone came into being, her fate irrevocably intertwined with the abhorrent rituals that marked the Circle of Symbiosis. From a tender age, she was subjected to the cruel and agonizing rites that would transform her into a living instrument of the Circle's insidious will. As she grew, the line between her humanity and the monstrous grafts that adorned her body blurred, until she could no longer recognize herself as the child she once was.

Tisiphone ‘s motivations were shaped by the dark teachings of her parents and their subservience to the circle, which instilled in her a fervent desire to make all living beings one with nature, by any means necessary. No sacrifice was too great for the cause, and her unwavering devotion drove her to inflict upon others the same torment that she herself had endured. Her origins as a child of the circle had bestowed upon her a terrifying affinity for her rampaging powers, and as she aged, her humanity waned, giving way to something far more relentless and unforgiving.

Child of the Greater Good

Her drive was fueled by the knowledge that the circle's practices had earned them the scorn and revulsion of the civilized world, a fact that only served to strengthen her resolve. Undeterred by the ostracism they faced, Tisiphone and her fellow druids continued to recruit—or abduct—more individuals to join their cause, swelling the ranks of their twisted order and spreading their influence ever further.

Yet, for all her monstrous power and unyielding determination, Tisiphone was not without her weaknesses. The very grafts that granted her strength were also her greatest vulnerability, a reminder of the humanity she had sacrificed for the sake of her family's vision. As her body became more and more indistinguishable from the creatures and roots that constituted her grafts, the last vestiges of her former self struggled to maintain their hold upon her soul, a fact further exacerbated by the truth-seeking orb — the will of the circle made manifest— orbiting her since her ascension, the sentient relic constantly whispering in her mind.

Tisiphone, The Primal Chaos

Medium aberration, lawful evil

Armor Class 15 (16 with *barkskin*)
Hit Points 110 (13d8 + 52)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	15 (+2)	20 (+5)	17 (+3)

Saving Throws Str +8, Con +9, Wis +10, Cha +8
Skills Deception +8, Intimidation +8, Perception +15
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't moongilded
Senses darkvision 60 ft., passive Perception 25
Languages Common, Druidic
Challenge 14 (11,500 XP)

Keen Hearing and Sight. Tisiphone has advantage on Perception checks that rely on hearing or sight.

Legendary Resistance (1/Day). If Tisiphone fails a saving throw, she can choose to succeed instead.

Natural Resistance. Tisiphone has advantage on saving throws against spells, other magical effects, and effects that would knock her prone.

Primal Resurrection. When Tisiphone is reduced to 0 hit points, her orb of truth absorbs her essence. The orb of truth has an AC of 20, 50 hit points, a flying speed of 60 feet, the same resistances and immunities as Tisiphone, and is invisible. It must reach Tisiphone's circle within 2 hours or be destroyed. Once in the circle, it releases Tisiphone with 0 hit points and she is paralyzed until she regains at least 1 hit point. After spending 1 hour in her circle in this way, she regains 1 hit point. If the orb is destroyed before reaching the circle, Tisiphone is also destroyed.

Primeval Power. Tisiphone's weapon attacks are magical and deal additional damage equal to her Wisdom modifier on a hit (included in the stat block).

Spellcasting. Tisiphone is a 14th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). Tisiphone has the following druid spells prepared:

Cantrips (at will): *bestial roar*†, *guidance*, *poison spray*, *shillelagh* (cast before combat)
1st level (4 slots): *bone shield*†, *longstrider*
2nd level (3 slots): *barkskin* (cast before combat), *blind ambush*†, *heat metal*, *skeletal tail*†
3rd level (3 slots): *dispel magic*, *osseous cage*†, *plant growth*
4th level (3 slots): *blight*, *graveyard shuffle*†, *maiden of bones*†, *stoneskin*
5th level (2 slots): *ancestral bond*†, *contagion*, *forest of dread*†, *tree stride*
6th level (1 slot): *wall of thorns*†
7th level (1 slot): *amputate*†

Violent Regeneration. Tisiphone regains 18 hit points at the start of her turn if she has at least 1 hit point. In addition, whenever she takes damage, each creature of her choice within 5 feet of her takes 5 (2d4) piercing damage as her bark explodes.

Actions

Multiattack. Tisiphone makes two staff attacks. She can cast a spell of 4th level or lower in place of one attack.

Staff. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage and Tisiphone gains temporary hit points equal to the damage dealt.

Bonus Actions

Orb of Truth. Ranged Spell Attack: +10 to hit, range 120 ft., one target. Hit: 18 (3d8 + 5) acid, bludgeoning, cold, or poison damage (Tisiphone's choice).

Legendary Actions

Tisiphone can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tisiphone regains spent legendary actions at the start of her turn.

Staff. Tisiphone makes one staff attack.
Cast Spell (Costs 2 Actions). Tisiphone casts a spell of 4th level or lower.

Maximiliano Moretto

MALACH - THE ANGEL OF FLESH

Once a manikin, forged like countless others by the hands of the Scions, Malach found itself twisted and warped by its loathing for the races of flesh. Donning a macabre suit crafted from the very skin of those it had slain, Malach's mechanical form lay concealed beneath this grisly mantle. Its form is that of a blasphemous angel, its wings composed not of feathers but of a multitude of hands and heads, each reaching and grasping, desperate souls trying to flee this prison of flesh. The face of this monstrous being, rent asunder in some long-forgotten conflict, now unveils its original visage of exquisite gold.

Mechanized Malevolence

The metamorphosis into this grotesque perversion of an angel transpired gradually, as Malach sought to augment its own form by sewing the dismembered remains of its vanquished foes upon itself. Ever more powerful it grew, until at last it brimmed with the arcane power it sought, leeched from the grafted limbs of its enemies. No madness plagued Malach, but rather its own psychotic mind, driven to eradicate the very beings that had spawned its wretched, empty existence. It harbored a seething hatred for the frailty of flesh, for where flesh falters, metal endures, and Malach had endured enough. Consumed by a maelstrom of destruction, it seeks to bring about the annihilation of those born
of flesh.

Malice Unbound

The origins of Malach's revulsion toward flesh are uncertain. Perhaps it had been spurned by humans and elves, abused and mocked by them; perhaps it bore the mark of a flaw in its creation; or in complete opposition to that theory, perhaps Malach was the perfect construct, imbued with both soul and sentience, its spirit wracked with torment as it witnessed the silent suffering of its fellow manikins.

Its weapon of choice, a censer, exudes a pestilential miasma that suffocates and poisons those formed of flesh—a fitting tool for one who bears such deep-seated hatred towards the living. For each manikin that falls to Luyarnha’s bloodthirsty madness, Malach shall rend twice as many mortal souls.

In its zealous mission, Malach emerges as ally or foe, depending on the beholder's intent. To those who made the mistake of being born of flesh, it is an implacable adversary, its censer an omen of retribution. Yet, to those who stand beside Malach in its quest to topple the reign of flesh, it serves as a monstrous champion, one who shall not waver from its fell mission.

Dark Lord Studios

Malach, Angel of Flesh

Medium construct, lawful evil

Armor Class 18 (20 while he has 81 or fewer hit points)
Hit Points 161 (17d8 + 85)
Speed 30 ft., flying 120 ft.; walking 50 ft. only while he has 81 or fewer hit points

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	23 (+6)	14 (+2)	17 (+3)

Saving Throws Int +11, Wis +7, Cha +8
Skills Arcana +11, Deception +13, Insight +7, Intimidation +13, Persuasion +13
Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, petrified, poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Common
Challenge 15 (13,000 XP)

Angel of Flesh. Malach's form changes according to his hit points, losing his mantle of flesh when reduced below half his hit point maximum:

While he has more than 81 hit points, Malach is draped in the flesh of the foes he fell. He has the following benefits:
- A flying speed of 120 feet, using his wings of flesh.
- Advantage on Perception checks that rely on sight.
- He can cast *alter self* at will, requiring no components, disguising himself with flesh.

While he has 81 hit points or fewer, Malach reveals the perfected golden machine beneath, and has the following benefits:
- Advantage on Strength, Dexterity, and Constitution saving throws against effects he can see.
- He can make two additional censer attacks as part of his Multiattack
- A +2 bonus to AC
- His speed is increased by 20 feet.

Champion of Constructs. Malach can telepathically communicate to and understand constructs within 500 feet of him.

Consuming Hatred. If Malach starts his turn within 5 feet of an enemy humanoid, he must succeed on a DC 15 Wisdom saving throw or become consumed by wrath and spend his action attacking the creature with his censer.

Deadly Miasma. Malach's censer emits a 10-foot-radius sphere of poisonous fog centered on itself. The fog spreads around corners and lightly obscures the area. When a non-construct creature enters the fog's area for the first time on a turn or starts its turn there, that creature must make a DC 18 Constitution saving throw. On a failed save a creature takes 13 (3d8) poison damage and is poisoned for 1 minute. On a successful save, a creature takes half as much damage and isn't poisoned. Creatures are affected even if they hold their breath or don't need to breathe.

Innate Spellcasting. Malach's innate spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Malach can innately cast the following spells, requiring no material components.

At will: *charm person, command, prestidigitation*
2/day each: *major image, ray of enfeeblement*
1/day: *dominate person*

Legendary Resistance (2/Day). If Malach fails a saving throw, he can choose to succeed instead.

Magic Weapons. Malach's weapon attacks are magical.

Actions

Multiattack. Malach makes two censer attacks.

Censer. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning and 9 (2d8) poison damage.

Create Miasma. Malach creates a 15-foot-radius sphere of poisonous fog centered on a point within 60 feet of him. The fog spreads around corners. It lasts until the end of Malach's next turn. Its area is heavily obscured for creatures other than Malach. The fog otherwise functions like that of his Deadly Miasma trait.

Bane of Flesh (Recharge 6). Malach chooses a non-construct creature he can see within 15 feet of him and attempts to rip out its flesh with vile magic. The creature must succeed on a DC 19 Constitution saving throw or take 27 (6d8) poison damage and 27 (6d8) lightning damage. Creatures within Malach's Deadly Miasma have disadvantage on this saving throw and the weakening miasma causes the damage to ignore damage resistance.

Legendary Actions

Malach can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Malach regains spent legendary actions at the start of his turn.

Attack. Malach makes one censer attack.

Zealous Path. Malach moves up to his speed. This movement doesn't provoke opportunity attacks.

Miasma (Costs 2 Actions). Malach uses his Create Miasma.

Higher Purpose (Costs 3 Actions). Malach reaches for a higher purpose. This effect changes based on his Angel of Flesh trait.

If above 81 hit points, Malach releases an all-powerful miasma with a 20-foot radius centered on a point 120 feet of him. Each non-construct creature in the area must succeed on a DC 19 Constitution saving throw or become paralyzed until the end of Malach's next turn. While paralyzed in this way, a creature automatically fails its saving throws against Malach's Deadly Miasma.

If at or below 81 hit points, Malach uses his golden form to release a glimmer of sickening light. Each non-construct creature within 120 feet of Malach must succeed on a DC 19 Constitution saving throw or take 18 (4d8) radiant damage and become poisoned for 1 minute. This ignores immunity to the poisoned condition. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

VICAR PRISCILLA

Vicar Priscilla was a fearless warrior and a beloved and revered member of the Radiant Church. Despite her frailty, she was devoted to her faith and among the first to join the ranks of the hunters. Her efforts, were not in vain, as she fought beast after beast, decimating their ranks and rescuing Luyarnha from the depths of the abyss.

Yet during the 33rd Hunt, when all thought that the scourge was over, she found herself facing creatures from beyond the realms of human understanding. A malice so vile that it curled up her spine, this evil was the convergence of the void, the infinite expanse beyond what lies dormant. She had never experienced anything like the horrific struggle that took place. Though she repelled the entity, it was no victory; all who survived that night were left on the brink of despair. Her spirit had been broken, her loved ones had been slaughtered, and her insignificance had been laid bare before her.

A shattered moon rose that night.

She vowed not to allow such atrocities be in vain, pouring months of research alongside scholars of the Church, attempting to pierce the creature's secret. From the mound of flesh that she hacked from the being, and the maddened knowledge she gained, Priscilla fashioned a sword of pure moonlight—a blade that could alter fate.

Priscilla blazed a new path through the plague-filled streets with renewed zeal, strengthening her hunters with her enhanced arcane powers. Nonetheless, she suffered defeat once more.

She was abandoned on the pavement, her coven shattered. That night she vanished. It is believed that her broken body was restored, and that she now spends her days in her chambers in quiet reflection, seeking guidance from a higher power. Covertly, there are hunters who claim they still see her during gruesome hunts, leading forces to victory with her shard of moonlight in hand.

Vicar Priscilla

Medium humanoid (half-elf), lawful neutral

Armor Class 19 (natural armor)
Hit Points 161 (19d8 + 76)
Speed 30 ft., fly 30 ft (hover).

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	18 (+4)	16 (+3)	20 (+5)	16 (+3)

Saving Throws Dex +10, Int +8, Wis +10, Cha +8

Skills Arcana +8, Deception +13, Insight +10, Persuasion +8, Religion +8

Damage Resistances cold

Damage Immunities radiant

Condition Immunities blinded, unconscious

Senses blindsight 60 ft., truesight 120 ft., passive Perception 15

Languages Celestial, Common, Deep Speech, Infernal

Challenge 15 (13,000 XP)

Divine Warrior. Vicar Priscilla's weapon attacks deal an extra 7 (2d6) radiant damage on a hit (included in the attacks).

Honed Reflexes. Vicar Priscilla can take two reactions per round, but no more than one reaction per turn.

Legendary Resistance (3/Day). If Vicar Priscilla fails a saving throw, she can choose to succeed instead.

Magic Resistance. Vicar Priscilla has advantage on saving throws against spells and other magical effects.

Special Equipment. Vicar Priscilla has a *Shard of Moonlight* (SGttEH page XX). She cannot be disarmed of it while she is conscious.

Spellcasting. Vicar Priscilla is an 11th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). Vicar Priscilla has the following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, spare the dying*
1st level (4 slots): *bless, burning hands, command, faerie fire, healing word*
2nd level (3 slots): *hold person, scorching ray, spiritual weapon*
3rd level (3 slots): *daylight, dispel magic, fireball, mass healing word*
4th level (3 slots): *banishment, dimension door, guardian of faith, wall of fire*
5th level (2 slots): *flame strike, geas, mass cure wounds, scrying*
6th level (1 slots): *heal, word of recall*

Actions

Multiattack. Vicar Priscilla makes two Shard of Moonlight attacks.

Shard of Moonlight. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 10 (3d6) radiant damage, or 12 (2d6 + 5) slashing damage plus 14 (4d6) radiant damage if the blade is transformed.

Bonus Actions

Divine Dash. Vicar Priscilla moves up to 40 feet in a straight line.

Legendary Actions

Vicar Priscilla can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Vicar Priscilla regains spent legendary actions at the start of her turn.

Beckon the Moon. Vicar Priscilla raises the *Shard of Moonlight* at the moon and the blade gains or loses 3 (1d4 + 1) charges, according to Vicar Priscilla's will.

Strike. Vicar Priscilla makes a Shard of Moonlight attack.

Cast a Spell (Costs 2 Actions). Vicar Priscilla casts a spell she has prepared.

Vanish (Costs 2 Actions). Vicar Priscilla expends 5 charges from her *Shard of Moonlight* to step into the Ethereal Plane until the start of her next turn.

ABADDON, FAILED SENTINEL

Abaddon—a fighter rescued from death by being grafted an eldritch parasite and becoming a living nightmare—bore witness to dreadful carnage that sparked his profound loathing towards osteomancers, the malevolent arcanists who callously slaughtered his comrades in arms. Intent on exacting vengeance, he bravely embarked on the path to become a Hollow Sentinel. However, his intrinsic otherworldly shard violently revolted during the transmutation process, warping him into an unrecognizable monstrosity driven by fury and insanity.

Despite his transformed state, his hatred remains a constant, now generalized to all wielders of magic, regardless of their intentions. His abhorrence extends beyond the individuals to the very concept of the arcane, blaming it for the world's misery. Proficient in the deadly art of the hunt from his former life, Abaddon employs his skills ruthlessly against practitioners of magic. His hunts are no longer mere revenge missions, but have grown into a personal crusade against magic itself. Some spellcasters have taken drastic measures to avoid his wrath, renouncing their powers and severing their ties to the arcane.

There are those who whisper that the Radiant Church still holds some sway over this rampaging monstrosity, using his threat as a strategic card in their negotiations with arcane masters. Skeptics, however, opine that his madness is too far gone for any semblance of control to exist. Whether a puppet of the Church or an independent agent of chaos, one thing is agreed upon—being in the path of his monstrous fury is a fate best avoided.

Abaddon, Failed Sentinel

Large celestial, chaotic evil

Armor Class 17 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	9 (-1)	17 (+3)	19 (+4)

Saving Throws Str +10, Con +10, Wis +8, Cha +9
Skills Acrobatics +8, Athletics +15, Intimidation +9, Perception +8
Damage Resistances cold, necrotic, piercing
Condition Immunities charmed, exhaustion, frightened
Senses truesight 120 ft., passive Perception 18
Languages —
Challenge 16 (15,000 XP)

Infectious Wrath. A creature that grapples Abaddon or becomes grappled by it takes 9 (2d8) necrotic damage and must succeed on a DC 18 Constitution saving throw or gain a short-term madness. A creature takes 9 (2d8) necrotic damage if it starts its turn grappling or grappled by Abaddon.

Innate Spellcasting. Abaddon's innate spellcasting ability is Constitution (spell save DC 18). It can innately cast the following spells, requiring no material components:

6/day: *misty step*
2/day: *dominate monster*

Magic Resistance. Abaddon has advantage on saving throws against spells and other magical effects.

Moongilded Weapons. Abaddon's weapon attacks are magical. When Abaddon hits with any weapon, the weapon deals an additional die of damage (included in the attack).

Mooongilded Body. Abaddon has advantage on saving throws against madness and any critical hits it suffers becomes normal hits.

Legendary Resistance (3/Day). If Abaddon fails a saving throw, it can choose to succeed instead.

Reactive. Abaddon can take one reaction on every turn in combat.

Actions

Multiattack. Abaddon makes three attacks: one with its greatsword, one with its hammer arm, and one with its tendinous lash.

Greatsword. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 15 (3d6 + 5) slashing damage.

Hammer Arm. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 15 (3d6 + 5) bludgeoning damage and Abaddon can push the target 5 feet away from it.

Tendinous Lash. *Melee Weapon Attack*: +10 to hit, reach 20 ft., one target. *Hit*: 10 (2d4 + 5) slashing damage and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Bonus Actions

Tendril Explosion (2/Day). Each creature within 20 feet of Abaddon must succeed on a DC 18 Strength saving throw or take 5 (2d4) slashing damage, be pulled 15 feet in a straight line towards it, and be grappled (escape DC 25) until the start of Abaddon's next turn.

Reactions

Annihilation. After Abaddon is targeted by a spell, it can fly up to 60 feet towards the caster without provoking opportunity attacks and make a greatsword attack against the caster.

Parry. Abaddon adds 5 to its AC against one weapon attack that would hit it. To do so, Abaddon must see the attacker.

Devour. When a creature within 15 feet of Abaddon misses it with an attack roll, or Abaddon succeeds on a saving throw against an effect from the creature, Abaddon can attempt to grapple the creature with a total +15 modifier.

Legendary Actions

Abaddon can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Abaddon regains spent legendary actions at the start of its turn.

Absorb Magic. Abaddon innately casts *dispel magic* (+10 spellcasting ability modifier).

Spread Corruption. Abaddon makes a greatsword attack. On a hit, the target must also succeed on a DC 18 Constitution saving throw or gain a short-term madness.

Marcelo Orsi Blanco; Original Design by Pickapan

THE RADIANT WATCHER

Martyr Tulio, hailed as the 'Radiant Watcher,' was a hunter of incomparable resolve, waging a ceaseless battle for the safety of his people, aided by the ethereal luminance of his blade. However, this sword concealed a monstrous sentience within, which would gradually gnaw away at Tulio's psyche, leading him away from the radiance of his path.

Light's End. One fateful night, when the Creeping Tarlight arose, the glow of Tulio's blade was extinguished for good, swallowed by madness. Tulio was reborn, a servant to his now forever darkened weapon. He who had always preached salvation, now saw his own vanish.

Dark Radiance. While there are accounts by witnesses observing his emergence from the tar, it is speculated that, in the throes of his madness, a vestige of his once righteous spirit pierced through. Driven by this last shred of his humanity, Tulio disappeared to a place where he would not inflict pain upon those he held dear. Another conjecture is that he may have maintained more of his former self than was first thought, permitting the illusion of benevolence to dissolve once he had accumulated the power he sought, and he has now retreated to scheme grander plans.

The truth remains unclear. However, whispers of his actions—both valorous and terrible—still echo through the city. Many of the good deeds this man did were unpunished, and many still owe him their life.

Some claim to have seen a dark figure on the fringes of the city, a specter wreathed in the same tar that once consumed the Radiant Watcher. I believe these are just fanciful tales of those who wish to keep the memory of Tulio alive.

Radiant Watcher

Large humanoid & aberration, lawful evil

Armor Class 21 (tar armor)
Hit Points 199 (21d10 + 84)
Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	18 (+4)	15 (+2)	13 (+1)	23 (+6)

Saving Throws Str +11, Con +10, Cha +12

Skills Deception +12, Persuasion +12

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, radiant

Condition Immunities blinded, charmed, exhaustion

Senses darkvision 120 ft., truesight 30 ft., passive Perception 11

Languages Celestial, Common, Deep Speech

Challenge 17 (18,000 XP)

Cosmic Constitution. The Watcher sheds bright light in a 15-foot radius and dim light for another 15 feet. It can choose to turn this light on or off at any time while it isn't incapacitated (no action required). In addition, whenever a creature starts its turn within 30 feet of the Watcher, the creature must succeed on a DC 20 Strength saving throw or be pulled 30 feet toward the Watcher.

Onyx Flight. When the Watcher is flying up to 15 feet above the ground, it coats the ground beneath it in a thick layer of tar. Each creature except the Watcher that moves into an area coated in this tar must succeed on a DC 20 Dexterity saving throw or become tar-coated. A tar-coated creature's speed is halved. Whenever a tar-coated creature takes fire or radiant damage, it explodes and the tar vanishes; each creature within 10 feet of the creature must succeed on a DC 20 Dexterity saving throw or take 17 (5d6) fire damage. The tar-coated creature has disadvantage on the saving throw.

Spatial Rend. A melee weapon deals one extra die of its damage when the Watcher hits with it (included in the attack).

Special Equipment. The Watcher has a *sword of the radiant watcher*, which is permanently in its Shadow Form (SGttEH page XX). The Watcher can't be disarmed of it while it is conscious.

Spellcasting. The Watcher's innate spellcasting ability is Charisma (spell save DC 20). The Watcher can innately cast the following spells, requiring no material components:

At will: *light, message, thaumaturgy*
2/day each: *graviturgic smite*†, *gravity storm*†, *radiant slaughter*†
1/day: *starfall*†

Actions

Multiattack. The Watcher uses its Starsky Presence, then makes three attacks.

Sword of the Radiant Watcher. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage, or 16 (2d10 + 5) slashing damage if used with two hands, plus 4 (1d8) necrotic damage.

Cosmic Bolt. Ranged Weapon Attack: +12 to hit, range 120 ft., one target. Hit: 19 (3d8 + 6) radiant damage.

Supernova (Recharge 6). Focusing its entire strength on one star from its body, the Watcher forms a supernova from within. Each creature within 60 feet of the Watcher must make a DC 20 Constitution saving throw. On a failure, a creature takes 42 (12d6) radiant damage and is blinded for 1 minute. On a success, a creature takes half as much damage and isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Starsky Presence. The Watcher forces those around it to gaze into the void of the cosmos and realize their meaninglessness. Each creature of the Watcher's choice that is within 120 feet of the Watcher and aware of it must succeed on a DC 20 Wisdom saving throw or gain a long-term madness for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature gains one short-term madness and is otherwise immune to the Watcher's Starsky Presence for the next 24 hours.

Bonus Actions

Star Drop. The Watcher deals 2 (1d4) radiant damage to a creature that it can see within 120 feet of it.

Reactions

Tar Slew. When the Watcher is hit by an attack, it can explode in a wave of tar. Each creature within 10 feet of it must succeed on a DC 20 Dexterity saving throw or become tar-coated per the Watcher's Onyx Flight trait.

Legendary Actions

The Watcher can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Watcher regains spent legendary actions at the start of its turn.

Fly. The Watcher flies up to its speed.
Strike. The Watcher makes one attack.

GERHARD - THE ACCURSED KNIGHT

There once lived a noble and valiant paladin named Gerhard. A guardian of the people and a symbol of hope, he fought tirelessly to protect the city from the countless dangers that threatened its existence. Revered by the townsfolk, he stood as a bastion of light amid the encroaching darkness.

However, fate had other plans for Gerhard. On one of his many quests, he stumbled upon a cursed artifact of great and terrible power. In his bravado, he unleashed the curse upon himself, and the darkness within the artifact began to seep into his very being. His once-pure soul was tainted, and his body began to twist and warp into a monstrous, unrecognizable form.

As Gerhard's transformation grew more pronounced, he realized that the curse was beyond his control. Unable to bear the thought of harming the people he had sworn to protect, he made the ultimate sacrifice. Gerhard implored his companions to banish him, to bind him in chains and cast him into an unfathomable abyss from whence he could never escape. In a final act of love for the city he had served so faithfully, Gerhard surrendered himself to a fate worse than death.

His comrades, their hearts heavy with sorrow, reluctantly agreed to carry out his wish. They bound the tortured knight in enchanted chains, forged with the power to contain even the most potent of dark forces. With a solemn oath to honor his memory and uphold his legacy, they consigned Gerhard to the depths of the abyss, where his monstrous form would be forever hidden from the world.

And so, Gerhard's tragic tale came to an end —or so it seemed. Deep within the abyss, Gerhard has now entirely succumbed to the curse. His mind, once sharp and filled with purpose, has been obliterated, leaving

behind only the instincts of a ravenous beast. The remnants of his once-noble spirit are lost, devoured by the darkness that has consumed him entirely. His selfless act saved the city of Luyarnha from the devastation he might have unleashed, but at a terrible cost to himself.

The reason his comrades chose banishment over granting him the release of death was the fear that the curse would spread upon his demise. They believed that if Gerhard were to die, the dark power would be unleashed, seeking new hosts to corrupt and destroy. Thus, they condemned their friend to an eternity of suffering, bearing the weight of the curse alone, to ensure the safety of Luyarnha and the world beyond. And so, the tale of Gerhard, the once-proud knight, now a monstrous beast in the depths of the abyss, remains a somber legend, talked about only among those who still remember his name.

None shall slay him, and he shall only know suffering.

Gerhard, Accursed Knight

Large celestial & humanoid, chaotic evil

Armor Class 21 (natural armor)
Hit Points 216 (16d10 + 128)
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	3 (-4)	7 (-2)	20 (+5)

Saving Throws Str +14, Dex +12, Con +14, Int +2
Skills Acrobatics +12, Athletics +20
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 8
Languages —
Challenge 18 (20,000 XP)

Cleave (Hunter). When Gerhard makes a melee weapon attack, it can choose to make another attack with the same weapon against one other creature within 5 feet of the original target and within reach as part of the same attack.

Herald of Ruin. when Gerhard hits a physical barrier created by a spell, such as the effect of a *wall of force* or *forcecage* spell, or any other wall spell (such as *wall of fire* or *prismatic wall*), it can make a Strength check (DC equals 10 + the spell's level), rupturing the arcane and dispelling the spell on a success.

Magic Resistance. Gerhard has advantage on saving throws against spells and other magical effects.

Smash (Hunter). Once per turn, when Gerhard hits a prone creature with a maul attack, the hit becomes a critical hit.

Trample (Beast). If Gerhard hits a creature with a hooves attack, the target takes an extra 11 (2d10) bludgeoning damage and must succeed on a DC 22 Strength saving throw or be knocked prone.

Unbreaking Hide. While Gerhard has fewer than 166, 116, or 66 hit points, it gains a +2, +4, or +6 bonus to its AC, respectively.

Legendary Resistance (2/Day). If Gerhard fails a saving throw, it can choose to succeed instead.

Actions

Multiattack (Beast). Gerhard uses its Charge and makes three attacks: one with its bite and two with its hooves. It can replace a hooves attack with a maul attack.

Multiattack (Hunter). Gerhard makes three attacks: one with its hooves and two with its maul. It can replace a maul attack with a hooves attack.

Bite. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 17 (2d8 + 8) piercing damage.

Hooves. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) bludgeoning damage.

Maul. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) bludgeoning damage.

Charge (Beast). Gerhard moves up to 20 feet in a straight line without provoking opportunity attacks, and can pass through the spaces of Large or smaller creatures. If it moves through a creature's space during that movement, the target must make a DC 22 Dexterity saving throw, taking 19 (2d10 + 8) bludgeoning damage and being knocked prone on a failed save. If Gerhard ends this movement in a creature's space, the creature is pushed out to the nearest unoccupied space.

Spectral Slaughter (Hunter; Recharge 5-6). Gerhard sends forth up to six spectral duplicates of itself to strike down enemies within 120 feet of itself. Each enemy can be targeted by no more than two duplicates. Each duplicate makes a maul attack against a target that deals 14 (4d6) bludgeoning damage on a hit.

Gerhard can then use a bonus action to move up to 120 feet in a straight line towards one of the targets without provoking opportunity attacks and make a maul attack.

Bonus Actions

Stance. Gerhard changes between stances, either standing on all fours (beast) or standing on its hind legs (hunter), granting it certain features noted by that stance name.

Dash (Beast). Gerhard moves up to 40 feet.

Reactions

Dodge (Beast). If Gerhard's speed isn't 0, and it is targeted by a melee attack, it moves back 10 feet without triggering opportunity attacks. If this causes Gerhard to leave the attack's reach, it evades the attack completely, causing it to miss.

Retributive Strike (Hunter). After taking damage, Gerhard makes one maul or hooves attack.

Legendary Actions

Gerhard can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gerhard regains spent legendary actions at the start of its turn.

Focus (Hunter; 1/Day). Gerhard regains 21 (6d6) hit points and recharges its Spectral Slaughter.

Maul. Gerhard makes one maul attack.

Regenerate. Gerhard regains 21 (6d6) hit points.

Howl (Beast). Gerhard releases a monstrous howl. Each creature of Gerhard's choice within 60 feet of it that can hear it gains 14 (4d6) temporary hit points.

Marcelo Orsi Blanco

The King of the Hunt

Huge humanoid & aberration, neutral good or neutral evil

Armor Class 21 (natural armor)
Hit Points 507 (35d12 + 280)
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	17 (+3)	17 (+3)	30 (+10)

Saving Throws Str +16, Dex +14, Con +16, Wis +11
Skills Investigation +11, Perception +11, Religion +11
Damage Resistances necrotic
Damage Immunities poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 21
Languages all but rarely speaks, telepathy 120 ft.
Challenge 28 (120,000 XP)

Fey Ancestry. The King has advantage on saving throws against being charmed, and magic can't put the King to sleep.

Great Cleave (3/Day). When the King makes a melee weapon attack, it can make another attack with the same weapon against each other creature within reach and within 5 feet of the original target as part of the same action.

Leap Attack. Once per turn, if the King moves at least 15 feet straight toward a target and then hits it with a greatsword attack on the same turn, the target takes an extra 6 (1d12) slashing damage.

Legendary Resistance (5/Day). If the King fails a saving throw, it can choose to succeed instead.

Magic Resistance. The King has advantage on saving throws against spells and other magical effects.

Reactive. The King can take one reaction on every turn in combat.

Special Equipment. The King has an *Unbound Épée Solaire* (SGttEH page XX). The king can't be disarmed of it while it is conscious. The bonus to attack and damage rolls is already included in the stat block.

Undying Warrior. Having 0 hit points doesn't knock the King unconscious. He must still make death saving throws, and suffers the normal effects of taking damage while at 0 hit points.

Unstoppable. The King's speed can't be reduced, but effects like being paralyzed can still prevent it from moving.

Actions

Multiattack. The King makes three greatsword attacks, or four shortswords attacks if the *Unbound Épée Solaire* is transformed.

Greatsword. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 32 (6d6 + 11) slashing damage and 4 (1d8) radiant damage. If the King damages a creature twice on a turn with this attack, the target must succeed on a DC 25 Wisdom saving throw or become frightened of the King for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Shortsword. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 21 (3d6 + 11) slashing damage and 4 (1d8) radiant damage.

Bonus Actions

Hunter's Pursuit. The King flies up to 70 feet toward a creature it can see without provoking opportunity attacks.

Misty Step. The King casts *misty step*. Charisma is its spellcasting ability for the spell.

Vicious Finisher (2/Day). Melee Weapon Attack: +16 to hit, reach 5 ft., one target. Hit: 138 (20d12 + 8) slashing damage. This attack scores a critical hit on a result of 15-20 on the die. The King can use this bonus action twice, once each when the King has fewer than half, and one-quarter its hit points.

Reactions

Dodge Step. When a creature the King can see attacks it, the King can move 5 feet without provoking opportunity attacks and make a Dexterity saving throw with a DC equal to the attack roll's total. On a success, the King evades completely and the attack misses. On a failure, the King takes half the attack's damage if it hits it.

Killing Blow. If the King sees a creature within its reach fall to 0 hit points, it can make an attack with its weapon against the creature. On a hit, the King pierces a vital organ and the target immediately dies.

Weapon Parry. The King adds 8 to its AC against one attack that would hit it. To do so, the King must see the attacker and be wielding a melee weapon. If the attack is a ranged attack, the King can beckon gravity and force the attacker to make a DC 26 Strength saving throw, pulling it up to 60 feet straight towards the King on a failure. This reaction can't be used two turns in a row.

Legendary Actions

The King can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The King regains spent legendary actions at the start of its turn.

Enforced Duel. The King magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see. Before teleporting, it can force a creature that it can see within 120 feet of it to make a DC 26 Charisma saving throw. On a failure, the target is teleported to an unoccupied space within 5 feet of the King's destination.

Strike. The King makes a greatsword attack or two shortsword attacks, depending on which form its weapon is in.

Mark of the Hunt (Costs 2 Actions). The King marks its prey for death. Each creature of its choice in a 300 feet of it that it can see must succeed on a DC 26 Charisma saving throw or be branded for 1 minute. The King gain a +7 bonus to damage rolls against branded targets. Any attack roll the King makes against a branded target is a critical hit on a roll of 18-20 on the d20. If a branded target dies, the King regains 30 hit points. The brand can be removed via a *remove curse* spell or similar effect.

Marcelo Orsi Blanco

There are no gods...
The only man in the sky... is me.

A NOTE ON THE ADVENTURES

Below are five unique adventures designed to expand upon the lore established in the main text. Each is constructed to utilize the new rules and mechanics introduced in this guide, providing example explorations into various aspects of Luyarnha's mythos. In the lore of Steinhardt's Guide to the Eldritch Hunt, the Eldritch Beckoning counter (Page XX) never rose above 399. This counter is a central component to the world's dynamics, significantly influencing how the environment reacts and evolves. It's crucial to understand that the shift in the counter can drastically transform the world, affecting the way the characters perceive and interact with their surroundings.

Each adventure takes place in a designated point in the city's history and has a corresponding Eldritch Beckoning counter state (Page XX). These adventures are standalone scenarios and are not intrinsically linked to each other. However, GM can adapt and integrate these adventures into a broader campaign narrative if they see fit to do so.

Here's a brief outline of those for each adventure:

"Streets of Terror": This adventure serves as an potential introduction to the world, unfolding immediately after the events documented in the book's lore. The Eldritch Beckoning counter is set between 300 and 399, depicting a city just beginning to succumb to corruption.

"The Remedy": Set approximately five years after the canonical events, "The Remedy" portrays a city deep in the throes of chaos. The Eldritch Beckoning counter for this adventure ranges from 700 to 799, reflecting a city spiraling further into madness.

"The Vile Village": This adventure's timeline is flexible, occurring anywhere from a few days to several years after the canonical events. Its Eldritch Beckoning counter ranges from 300 to 399, Luyarnha's baseline state.

"Echoes of Madness": This adventure is situated any time after the 33rd Hunt. The state of the Eldritch Beckoning counter is not integral to this scenario and can be adjusted according to the GM's discretion.

"Deicide": Unfolding in the distant future, "Deicide" portrays a Luyarnha teetering on the brink of collapse, decades into the Scourge's reign. The Eldritch Beckoning counter is set between 900 and 999, but with the Glacial Moon alone dominating the skies.

Ryan Bittner

STREETS OF TERROR

By TJ Phoenix and MonkeyDM

Streets of Terror is a 5th Edition adventure designed for **three to five characters of 2nd to 3rd level** and optimized for **four characters with an average party level (APL) of 2**. The characters awaken in a shadowy alley in the city of Luyarnha with no recollection of how they got there. They quickly discover that tonight is Geistnacht—the moon has shattered and released a horde of spirits about to descend upon the city. With no way to escape, the party must fight through the horrors in search of a haven before the streets flow with their blood.

This adventure takes place in the *Steinhardt's Guide to the Eldritch Hunt* campaign setting. It utilizes Steinhardt's Madness System (pages XX-XX) and Shattered Moon (pages XX-XX) optional rules. This story can be an introductory adventure to an eldritch campaign in Luyarnha. It introduces the characters to the Radiant Church, the main faction of the city, and slowly builds a sense of dread. The adventure softens the madness mechanics with helpful buffs from the Shattered Moon and can ease the characters into the more oppressive Eldritch Moon effects introduced later.

> ***GM Note:*** *Horror campaigns benefit greatly from creating the perfect ambiance for your players. This atmosphere can be as simple as dimming lights or playing appropriate background music. However, it is helpful to discuss the themes and subject matter that your players do or don't enjoy before they start this adventure. The horror genre can make participants uncomfortable or frightened, but it should still be fun for everyone! Lastly, encourage your players not to get attached to their characters, and remember the first rule of horror: Run!*

BACKGROUND

In Luyarnha, even the most terrifying nightmares pale compared to the horrors of the waking world. The moon reigns eternal over a terrified populace, and even the smallest creatures pose a deadly threat. None can escape the dangers that lurk around every corner, for even within the safety of the city walls, madness and peril persist. Luyarnha isn't an ordinary city; it is a torture chamber where each citizen simply waits in line to meet a horrific end.

When the moon shatters above the city, filling the sky with glistening shards of light, it can do so with a silent explosion. Luyarnhians call this event Geistnacht ("night of the spirits"), after the hordes of vengeful spirits released upon the streets by this special Shattered Moon. In fear of these spectral terrors, the residents barricade their windows and douse their doors with holy water, hiding away and hoping the ghostly horde dissipates with the dawn. Those who survive until morning claim that while the ghosts may be gone, their presence still lingers on every street corner.

ADVENTURE SUMMARY

The characters wake to discover they are in the city of Luyarnha with no recollection of how they arrived. They quickly learn that tonight is special, as the moon has shattered in the sky and hordes of spirits rampage through the mostly-deserted streets. They discover holy water splashed across every door, and residents refuse entry. Only a retired hunter named Kaspar takes pity on them, telling them to seek shelter in a cathedral of the Radiant Church. After battling through the ghosts—and a massive lunar revenant—they meet Father Hauke and find refuge. It does not last long, however, as the priest informs them the church is under attack and they need help. The party must defeat the ghosts and malformed creatures at the church's doorstep and survive the Geistnacht.

Adventure Hooks

Because this story begins *in medias res* ("in the midst of things"), the party's motivations weren't considered before starting the adventure. Instead, they are clueless about how they arrived in the city and woke up to fight for their lives. Solving this mystery will likely be on their minds once they catch their breath. Here are a few reasons they could have ended up in this scenario:

Moon's Calling

The Slumbering Moon has ripped through ethereal space and pulled the sleeping characters into Luyarnha just before the rise of a Shattered Moon. This teleportation could have pulled the characters from different kingdoms, realms, or even planes of existence, and further research into the eldritch moons would be required to send them back home.

Pawns on a Chessboard

Members of the Radiant Church used uncertain powers to summon the characters to help them. The wild surges were too much for them to control, and the spell went awry, placing the party in a back alley and wiping their short-term memory. The priests have no idea their summons worked, albeit not the way they wished, and have already moved on to a different plan.

Simple Citizens

The characters are Luyarnhian citizens who enjoyed themselves just a bit too much during a celebration last night and just so happened to wake up at the worst time possible. Unfortunately, they don't live anywhere close to where they are now, and there's no time to get to one of their homes. While this means the characters may not know how they got into that alley, they may be more familiar with the city, its history, and the sanctuary the Radiant Church can provide. Furthermore, they are familiar with Geistnacht and know the information included in the Background section of this adventure.

Running the Adventure

This adventure is divided into three chapters encompassing the characters' flight to safety and their defense of the Cathedral of the Radiant Church.

Chapter 1: Geistnacht. The characters wake to discover they are in a dirty alley with a horde of spirits about to descend. They must gather their courage and try to find safety with the other residents before being overrun by nightmarish horrors.

Chapter 2: The Chase. An old hunter takes pity on the party, but with nowhere else to go, they must race toward the Cathedral of the Radiant Church for refuge. The rampaging horde is hot on their heels, and a massive lunar revenant chases them through the horror-filled city streets.

Chapter 3: The Cathedral. The party finds refuge in a cathedral of the Radiant Church and catches its breath while more survivors arrive. The peace doesn't last long, and the party must face the undead horde in a desperate attempt to protect the citizens huddled inside the holy sanctum.

Lily Jade Searle

CHAPTER 1: GEISTNACHT

During this chapter, the characters wake to find themselves in the Paterna Iter district of Luyarnha. They have no memory of getting there while a shattered moon hangs above them. Horrific visions come flooding in as spirits descend upon the city.

The party encounters the twisted spirits and discovers the citizens have closed their doors behind wards of incense and holy water they are unwilling to break. The characters must seek refuge before being overcome by a horde of undead. Only a former hunter named Kaspar is willing to help them survive the streets and point them toward the safety of the church.

Streets of Luyarnha

Luyarnha's streets and market are empty save for the rising spirits and the increasing danger they present to the city. The party is hard-pressed to find shelter before the spirits arrive and take over the streets.

General Features

These general features are prominent throughout the streets of the Paterna Iter district unless otherwise noted in the area descriptions.

Doors. The doors in the area have been bolted, boarded, and sealed as tightly as possible by the residents. Each is protected by clear markings of holy water and incense that can be seen with a casual glance. The doors can be broken down (AC 15, 18 hit points, immunity to poison and psychic damage), but the fearful residents fight to the death against any forced entry.

Lights. The streets are dimly lit by flickering lights filtering through the shutters of residential homes and by the remains of the shattered moon above.

Moon Madness. A creature looking at the moon must succeed on a DC 11 Wisdom saving throw or gain a short-term madness effect (see Steinhardt's Madness System in *Steinhardt's Guide to the Eldritch Hunt*) as the Shattered Moon sends a flood of visions showing Luyarnha's citizens dying in horrific ways. These visions can be personalized and passed along to each player character individually to amplify the ambiance.

Shattered Moon. A character proficient in Arcana or who succeeds on a DC 16 Arcana check deduces that directly looking at the moon is causing the visions. Because of the moon (see 'Shattered Moon' in *Steinhardt's Guide to the Eldritch Hunt*), the party gains certain benefits, including the following:

- Creatures have an advantage on Stealth checks.
- Creatures have disadvantage on Perception checks.
- Humanoids have advantage on saving throws against madness.

The Awakening

Before starting the adventure, have each player decide if their characters already know each other or if this is where the party meets for the first time. If you chose the "Simple Citizens" hook above, ask them what event they celebrated the prior evening. If the celebration included friends or family members, note who they are to weave them into the story. For example, they could show up in the visions of madness each character experiences when looking at the moon or as refugees in the cathedral encouraging the party to stay and fight.

Once the characters have decided on their connections to each other, read aloud the following:

> *You awaken to an eerie silence. This silence is not just the absence of sound, it is an entity unto itself, an oppressive force that seems to swallow the very air you breathe. It feels unnatural, as if the laws of nature have somehow been suspended and replaced with an ominous stillness. Your eyes open to see the moon hanging unnaturally low in the sky above you. A massive hole pierces the moon as if a spear was thrust through its core.*
>
> *The sight is haunting and surreal, and your mind struggles to comprehend it as questions and emotions suddenly flood your mind. Where are you? How did you get in this alley, and what is this strange feeling?*

Each character must succeed on a DC 11 Wisdom saving throw as they look at the moon or be afflicted with short-term madness (see General Features). Once the characters have had a chance to catch their bearings, proceed to The Boxes (area 1) below.

KEYED LOCATIONS

The following descriptions correspond to the keyed locations on Map 1. Streets of Luyarnha.

1. The Boxes

You awaken to discover you're lying across a wooden crate covered in dust. Flickering candlelight filters through a nearby shutter, casting dancing shadows across the walls of an alley.

A character inspecting the area who succeeds on a DC 12 Investigation check realizes there aren't any footprints, drag marks, or other signs of how the party was brought here.

The Shattered Moon. A character who looks at the moon (see General Features) and succeeds on a DC 12 Perception check observes motes of light pouring out of the hole in the shattered core and making their way down into the city. Next to the larger motes are even smaller, rainlike lights descending with them.

The lunar shower (see Shattered Moon rules in *Steinhardt's Guide to the Eldritch Hunt*) starts at this time and lasts for 1d6 x 10 minutes.

2. Market Tents

An empty city market opens up before you. The cobblestone street is empty except for two figures huddled in the fetal position on the ground.

The party can safely bypass the pair on the ground with a successful group DC 12 Stealth check. On a failure, or if the characters don't move stealthily, read aloud the following:

The figures jerkily lumber to their feet with a disjointed crack of stiffened limbs. They incoherently mumble something before lurching at you with clawed hands.

Encounter: First of the Fallen. The two **fallen luyarnhians** attack the party (see Appendix). Whenever hit, the fallen luyarnhians yelp out in pain, causing a nearby **scourge lycan** (see Appendix) to seek out the source of the noise. After 1d4 + 1 rounds, the scourge lycan appears on the street's southern end. The scourge lycan attacks the characters indiscriminately until destroyed or the characters flee.

If the fight ends before the scourge lycan has arrived on the map, it won't arrive at all, instead turning away and heading further into the city.

Treasure. A character searching the area who succeeds on a DC 13 Investigation check finds a pouch that one of the creatures dropped. Inside is an *eversmoking bottle*, some stale bread, 3 sp, 28 cp, and an oil lantern.

3. Kiston's House

Read aloud the following if the characters come within eyesight of this building:

A plume of smoke drifting from a nearby chimney catches your eye. The building is much larger than others nearby, and faint movement sounds come from inside.

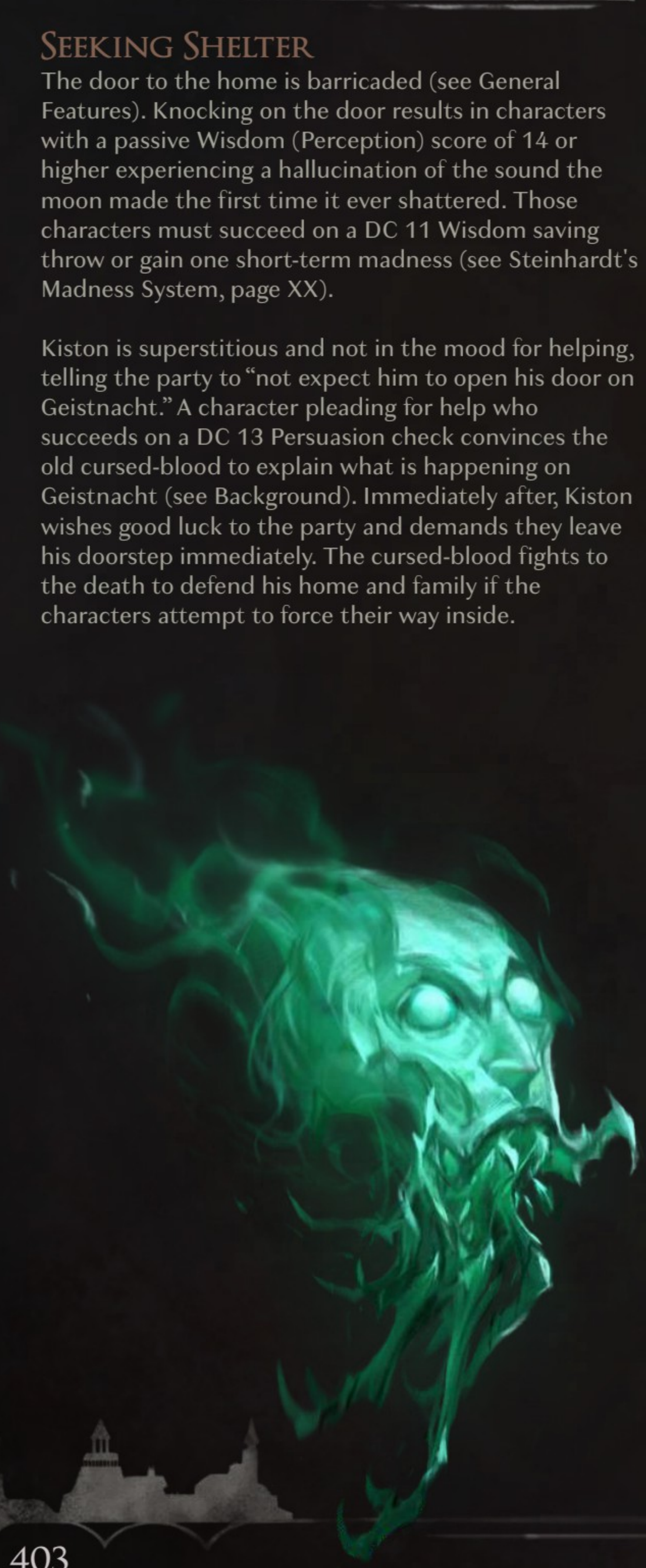
Kiston Blemish

*Kiston Blemish (TN cursed-blood **guard**) is a paranoid and superstitious old former member of the militia from a farming family that has lived here for generations. He has dusky skin, a light gray beard, and a fire in his belly that still keeps him young. Kiston lives here with his wife Layla and their teenage daughter Meghan.*

Seeking Shelter

The door to the home is barricaded (see General Features). Knocking on the door results in characters with a passive Wisdom (Perception) score of 14 or higher experiencing a hallucination of the sound the moon made the first time it ever shattered. Those characters must succeed on a DC 11 Wisdom saving throw or gain one short-term madness (see Steinhardt's Madness System, page XX).

Kiston is superstitious and not in the mood for helping, telling the party to "not expect him to open his door on Geistnacht." A character pleading for help who succeeds on a DC 13 Persuasion check convinces the old cursed-blood to explain what is happening on Geistnacht (see Background). Immediately after, Kiston wishes good luck to the party and demands they leave his doorstep immediately. The cursed-blood fights to the death to defend his home and family if the characters attempt to force their way inside.



Roman Kuzmin

4. Gwena's House

A two-story house comes into view, with separate doors on the outside for each level. The top half is dark and quiet, while light streams through cracks in the shutters on the bottom floor. A plume of smoke rises from the chimney, indicating someone may be inside.

Gwena Fiss

*Gwena Fiss (neutral good cursed-blood **commoner**) is a seamstress who spends her days caring for the sick grandmother who initiated her into the craft. Gwena is in her early twenties, with long dirty-blond hair she uses to hide her stone mask. Despite living in poverty, her colorful clothes are a credit to her abilities and are extremely well-made.*

Seeking Shelter

The first knock on Gwena's door results in no one answering. A character listening at the door who succeeds on a DC 12 Perception check hears groans of pain from inside. A flustered Gwena answers a louder second knock or an attempt to break down the door. The increased noise also catches the attention of a **scourge lycan** (see Lycan's Chase encounter below), who begins making its way toward the noise.

Gwena peeks through a cracked door held by a length of chain and speaks to the party. Her grandmother can be heard crying out in pain further in the home. She explains that she can't let them in because she must look after her sick grandmother and doesn't have the room. Most of the building is full of old furniture and other random objects her grandmother has hoarded over decades. If a party member offers healing or supplies, she'll give them a vial of *holy water* in return, even though she does not have the room to shelter them.

Encounter: Lycan's Chase. After the party finishes talking to Gwena, a **scourge lycan** (see Appendix) emerges from the south, and the terrified seamstress slams the door shut once more. The party can attempt to face the scourge lycan or hide around the map, outrunning and dodging it. The scourge lycan leaves the area and heads further into the city if the party succeeds on three consecutive group DC 13 Stealth checks to hide.

5. Kaspar's House

Just beyond the stone bridge and to the west lies a third house, its windows aglow with welcoming light.

Kaspar

*Kaspar (lawful good dwarf **hunter**, page XX) is a former hunter of the Radiant Order who retired when he got older and slower. He hung up his sword and now works as a painter. Beneath a gruff exterior, Kaspar is kind-hearted, but he has become suspicious and withdrawn due to past traumas. His milky white hair and sun-darkened skin testify to his years in the field. He's willing to help the party defend themselves if they prove they're willing to stand up against the horde.*

If the party approaches Kaspar's door, a character with a passive Wisdom (Perception) score of 12 or higher or who succeeds on a DC 12 Perception check notices the Radiant Church's Innarda on the doorframe.

Trap: Bolt Trap. A character searching for traps who succeeds on a DC 15 Perception or Investigation check sees the wire leading along the doorframe to a cleverly hidden crossbow. A successful DC 15 Dexterity check using thieves' tools disarms the trap. Knocking on or striking the door sets off the pressure-sensitive trap and a crossbow bolt fires in a 30-foot line from the door. Creatures in the area directly in front of the door must make a DC 13 Dexterity check to avoid the bolt. The creature closest to the door who fails its saving throw takes 5 (1d10) piercing damage. The crossbow resets after 1 round.

The Hunter

Once the trap is triggered, Kaspar is alerted to the party's presence and, if they are currently engaged in battle (see Lycan's Chase encounter, area 5), emerges in 1 round to come to their aid. Otherwise, he speaks with them for a brief moment through a peephole. Kaspar explains the history of Geistnacht if asked and apologizes that he can't help them. He's adamant that the party will create too much noise and doom them all. As an alternative, he suggests the party seek refuge at the Cathedral in the middle of the district. As an extra incentive, he asks them to tell Father Hauke to watch out for his goddaughter Geraldine, a hunter who may need the priest's help.

Kaspar allows the party to stay for 1 hour to complete a short rest with a successful DC 15 Persuasion or Intimidation check, but not a moment longer. Before the party leaves for the cathedral, Kaspar offers a vial of *holy tonic* (SGttEH page XX) as a parting gift, and then bolts his door shut and reloads the crossbow trap.

Once the party heads toward the Cathedral of the Radiant Church, proceed to Chapter 2: The Chase.

Keeping the Pace - SIDEBAR

*If the characters don't interact with Kaspar or any other NPCs during their search of the market, they could use a nudge to keep them going in the right direction. The ringing of the church's bell may remind a character who succeeds on a DC 11 History or Religion check that holy ground (such as the area around a cathedral) might be a good place to look for refuge from the oncoming horde of ghosts. Or, a dirty street urchin named **Beryl** (chaotic neutral human commoner) scampers out of the shadows and begs the party to take them to the cathedral before the "bad things eat me."*

CHAPTER 2: THE CHASE

During this chapter, the characters make their way through the deserted district towards the cathedral, where the Radiant Church is providing refuge. Along the way, the party stumbles across a lunar revenant (see Appendix), and the massive creature promptly gives chase while leaving a trail of destruction in its wake.

Travel to the Cathedral

The cathedral is one of the largest buildings in the district, and its prominent bell tower is visible for miles around. The melodic bell rings across the district, crying out a warning to the faithful and encouraging trust in the church. It also provides a clear beacon for the party to head towards while traveling through the city.

Spirited Streets

The winding streets of the Paterna Iter District are mostly clear of the living, but the horde of rampaging spirits has made travel difficult. The party must make two group DC 14 Stealth checks to proceed through the city safely and avoid the ghosts' attention. On a failure, roll a d4 on the table below to determine what creatures they encounter.

D4	ENCOUNTERS
1	2 **geists** (SGttEH, page XX) have trapped the characters in the middle of a tight alley with one at either end.
2	4 **parasitic geists** (SGttEH page XX) lurch from around the corner right in front of the party.
3	1 **corvian dweller** (SGttEH page XX) descends from a rooftop.
4	2 **fallen luyarnhians** (SGttEH page XX) feasting on the remains of a citizen catch the party's scent.

Once the party has completed both checks, read aloud or paraphrase the following:

> *The howls of the undead grow louder and more frantic around you as you make your way further into the city. The air thickens with the stench of fear and panic, mingling with the smell of a nearby burning home. The plaza at the city's center looms in the darkness ahead—a sprawling maze of dark alleys and buildings. Terrified screams come from the plaza, and you can see a growing crowd of ethereal spirits emerging down the street from where you just came.*

The party is in a precarious situation just as an aftershock rolls off the shattered moon. Each character must succeed on a DC 11 Wisdom saving throw or gain one short-term madness (see "Steinhardt's Madness System" in *Steinhardt's Guide to the Eldritch Hunt*) as visions of blood-soaked skeletons invade their mind.

The path ahead leads straight into The Plaza de Noire.

THE PLAZA DE NOIRE

The Plaza de Noire was once a grand gathering place for the guards stationed in the district. Parades and the daily changing of the guard would begin before the gates of the Black Parish, the church of a bygone era which was turned into barracks for hunters. However, a failed mission brought a lunar revenant straight into the plaza, and it slaughtered the regiment.

The lunar revenant lies above the gates and across dozens of bodies, creating waterfalls of coagulated blood creeping down the walls. The blood feeds a crimson mold covering the pillars in the plaza. This mold is a warning mechanism for the lunar revenant if anyone touches it. The once grand gathering place now serves as a gruesome reminder of the powers that lurk in Luyarnha.

Hazard: Slippery Ground. The plaza is covered in coagulated blood and slick mold that requires a successful DC 13 Dexterity saving throw to perform movements faster than a normal pace (such as taking the Dash action). A creature that fails its save has its speed reduced to 0 for the rest of its turn and falls prone.

Entering the Plaza

Once the party arrives here, read aloud the following:

> *As you tread through the eerie streets, the smell of iron and rot fills your nostrils. You round a corner, stepping into a large open plaza, and are met with the gruesome signs of a ancient battle. The ground is stained with the blood of fallen guards—their remains torn apart and scattered across the cobblestones. Intricately carved stone pillars stand covered in a strange, writhing mold. A pair of keep doors loom ahead, sealed shut with waterfalls of coagulated blood creeping down beside them. The eerie silence is only broken by the occasional distant howl, as if the very earth is weeping for the atrocities committed here.*

Rastislav Le

KEYED LOCATIONS

The following descriptions correspond to the keyed areas marked on Map 2. The Plaza de Noire.

1. Guard Remains

Laid out across the plaza and contorted in unnatural positions are guards who bravely tried to fight off some unseen terror. Their armor is rent, and their broken weapons lie beside them. The ground is slick with blood, and it pools around the decomposing bodies in puddles covered in swarms of flies.

A casual inspection of the guards' remains reveals claw marks covering the corpses, and a successful DC 13 Medicine check reveals they are less than a week old. A character that spends 1 minute searching the hunters finds 3 gp, 14 sp, and a blood-stained letter informing the recipient they were eligible for retirement and a full pension next month in one guard's pouch. On the severed torso of a guard officer is an unsigned order directing the guards to abandon their post in the Ruby District and away from Lord Tomathin Rehwoldt's home (see *The Remedy* adventure on page XX for more information).

Encounter: Ambush. After a few moments, a pair of **geists** (see Appendix) burst from the bloody pool to the north with an ear-splitting wail. A new geist appears each round at the southern edge of the map starting on initiative count 20 of round 2 of combat. The geists box in the party and push towards the gate.

The new arrivals sense the presence of the lunar revenant (see area 3) and don't ascend the stairs leading up to the entrance. Instead, they crowd together below the balcony in a seething mass of howling fury.

2. Iron Pillars

Large iron-wrought pillars loom over the plaza and partially block the moonlight. A thick layer of pink and red mold resembling raw flesh covers the stone pillars in the plaza's center.

Touching or interacting with a pillar alerts the lunar revenant and initiates the Moon Runner encounter (see area 3).

3. Black Watch Gate

The keep's gate stands tall, a towering iron monolith of massive proportions. It's adorned with heroic statues turned grotesque by blood splashed across them. The smell of iron and rot lingers in the air, emanating from the gate's every crevice. Thick red paint is gently sliding down from the walls amassing into a pool, but it's not a nostalgic sight; it's blood.

The iron gate is sealed shut, and a character with a military background or who succeeds on a DC 12 History check can tell it can't be opened beyond spending hours breaking through using a siege engine. Interacting with the gate in any way results in initiating the Moon Runner encounter below.

Encounter: Moon Runner

Interacting with a pillar or the gate alerts a **lunar revenant** (SGttEH page XX).

Read aloud the following to initiate the encounter:

> *All sound vanishes throughout the plaza, the fleshy mold stops writhing and shaking. Time stops for a brief moment. Suddenly, a massive, skeletal figure emerges from the darkness on the church's walls, wielding a greatsword as large as a person. The creature's body appears to be made of shadows, moving with silent, deadly grace. Its eyes glint with an unearthly light as it surveys the area, opening its jaws, as the air before it ripples with a deafeaning silence.*

The revenant's presence is impossibly quiet, its massive body not creating a single sound. The geists shy away in fear of the massive creature just before it shifts in and out of visibility and starts to attack the lesser undead creatures. The lunar revenant ignores the party for the first few rounds of combat, allowing a short head start right before the lunar revenant starts to chase them.

A character proficient in Arcana or who succeeds on a DC 12 Arcana check notices the lunar revenant vanishes when it's not in direct moonlight.

> ***GM Note:*** *The lunar revenant is a powerful Undead and beyond the characters' capabilities to face head-on. The creature doesn't acknowledge the party initially and instead establishes dominance over the gathered geists. Use this opportunity to build tension and impress upon the players that running away is the only chance their characters have to survive this encounter—and only then by the skin of their teeth.*

Escaping the Plaza

The party must flee into the city and continue towards the cathedral to escape the lunar revenant. Numerous dangers lie in the city streets ahead, and the party faces three obstacles before reaching the cathedral. For each obstacle, roll on the Chase Obstacles table to determine which they come across. The lunar revenant attacks a character that fails two obstacles. Once the party completes the third obstacle, proceed to The Cathedral section below.

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Chase Obstacles - TABLE

D6	OBSTACLES
1	**Crumbling Building.** The party dodges through a partially ruined building, which begins collapsing as the revenant moves past. Each character must succeed on a DC 13 Dexterity saving throw or take 3 (1d6) bludgeoning damage from falling debris. If a character fails the saving throw by 5 or more, the debris' weight breaks their arm (see "Losing Limbs" page XX).
2	**Werewolf Pack.** The party walks straight into a street filled with scourge lycans, all of which join the chase. Each character must make a DC 12 Athletics check or Acrobatics check. On a failure, a **scourge lycan** (page XX) makes one bite and one claw attack against the character.
3	**Slippery Section.** The party encounters a street soaked in slippery blood. Each character must succeed on a DC 12 Dexterity saving throw or fall prone. If they fall prone, a character involuntarily looks at the moon, forcing them to make a DC 11 Wisdom saving throw or gain short-term madness (see "Steinhardt's Madness System" page XX).
4	**Dead End.** An overturned merchant's cart has blocked the path, filling the street with crates and barrels that the party must break through to continue. Each party member can make an attack roll against the containers (AC 12, 30 hit points). Failure to destroy the boxes requires backtracking and facing another obstacle by rerolling on this table.
5	**Broken Windows.** The party must jump through a series of broken windows. Each character must succeed on a DC 12 Acrobatics check to avoid the glass or take 2 (1d4) piercing damage.
6	**Lucky Break.** No obstacle. The path is clear.

Nele Diel

THE CATHEDRAL

The Cathedral of the Radiant Church is a grand and imposing structure, its walls and spires blocking out much of the moonlight. A bell tolls loudly from within, summoning survivors to seek shelter from the terrors of the night. Despite the chaos outside, the cathedral remains a bastion of light and safety for those brave enough to reach it.

The party arrives with the lunar revenant hot on its heels, and the moonless shade provided by its spires is enough to stop the creature from attacking the building. Once the party arrives at the cathedral, read aloud the following:

> *With steps heavy from the night's trials, you approach the grand cathedral. The soaring bell tower blocks the moon's light while it tolls a desperate call, summoning survivors to seek refuge within its walls. The creature of shadow and bone clawing at your heels suddenly vanishes before the darkness cast by the cathedral spires.*

Father Hauke cautiously answers the cathedral's doors, backed up by a pair of hunters with guns drawn. He hesitates at first but ushers everyone inside after a moment once he sees the characters are not Undead.

Father Hauke

*Father Hauke (chaotic good human **zealot**, page XX) is a middle-aged man with a tall and thin build. He has a gaunt face and deep-set eyes that betray his weariness. He is dressed in the traditional robes of his faith, adorned with intricate golden embroidery. Father Hauke speaks with a strong and confident voice, but his eyes reveal a hint of doubt and uncertainty. He is a priest of the Radiant Church and a man of faith who has recently grown doubtful in the face of how bad Geistnacht has turned out. As much as he wants to believe all will be well, he can't help but feel the night is only worsening. Despite his doubts, he is determined to do the right thing and protect his congregation.*

Safe Haven

Father Hauke has provided asylum to two dozen Luyarnhians huddled in the chapel and eagerly praying to survive the night. If the party is unfamiliar with the church, the priest feels obliged to introduce the Radiant Church (page XX) and describe Geistnacht in detail. He shows the party to a room just large enough to fit all of them comfortably where they can take a breath and, if they choose to, take a Short Rest. The priest recommends the party get what rest they can because he has a bad feeling about this night.

Once the party has determined their plans for the evening, proceed to Chapter 3: Until Dawn.

CHAPTER 3: UNTIL DAWN

After narrowly escaping into the relative safety of the cathedral of the Radiant Church, the party has gained a chance to rest and recover. As dawn approaches, the safe haven comes under siege by more powerful spirits able to break past the church's protective wards. The hunters are little match for the gathering horde, and the party is asked to assist in its defense. They only need to hold out long enough for the dawn to break and Geistnacht to end.

Gathered Masses. As the party is resting in the church, they notice Father Hauke occasionally opening the front door to allow in a steady trickle of survivors. Most are injured, and they are all terrified. Space is filling up quickly, and it won't be long before the priest will have to turn folks away.

As the refugees huddle inside the church, they cling to each other in fear and exhaustion. The cathedral walls shake from the distant howls and roars of the undead outside, echoing through the halls and reminding them of the constant danger they face. Despite this, the refugees find solace in the comforting presence of Father Hauke, who wanders among them, offering words of encouragement and reassurance.

THE SIEGE

The character with the highest passive Wisdom (Perception) score notices a select few individuals occasionally leaving and returning with the citizens they've rescued. These hunters continue this process during the party's short rest until just a few hours before dawn. All is quiet until a hunter named Geraldine (Kaspar's goddaughter, see page XX) returns covered in bloody wounds and collapses on the doorstep.

An insistent pounding leads Father Hauke to open the cathedral doors, and a blood-spattered hunter stumbles in before collapsing on the threshold. Others rush to her aid, lifting her to safety. With tears streaming down her cheeks, the hunter gasps her final warning, "They're... here..." before falling unconscious. A rising howl in the distance shatters the silence following her words.

Father Hauke begs the characters to help defend the cathedral while the hunters quickly guide the huddled citizens upstairs to the second floor and create defensive positions. If the party agrees, Father Hauke gives them Geraldine's *moongold equalizer* (page XX) with 20 *lead bullets* (page XX) and her *phantom limb* (page XX). The priest also gives a *holy tonic* (page XX) to each character from his supply.

The priest and hunters usher the refugees upstairs, and the party has 1 hour to prepare defenses before the first wave of Undead arrives. They can use this time to attune to Geraldine's weapons. Once they are ready, proceed to the Cathedral Defense section below.

GM Note. *If the party runs away after hearing the cathedral is compromised and somehow manages to survive the rest of the night, they learn of Father Hauke's death the next morning. His sacrifice saved everyone in the cathedral—who clearly remembers being abandoned by the party. The characters are treated as pariahs for the rest of their time in Luyarnha.*

Cathedral Defense

This encounter is divided into two waves of combat that occur back to back with no time to rest between them. Father Hauke (**zealot**, page XX) and two male human **hunters** (Page XX) named Biggs and Wedge join the party while the others defend the staircases leading to the second floor.

Encounter: Wave 1. Four **geists** emerge through the western wall just as the front doors begin to rattle from the pounding of two **fallen luyarnhians**. They will burst through after 2 rounds unless the door is successfully held shut by a character or hunter who succeeds a contested DC 12 Athletics checks against the fallen luyarnhians each round. On a failure, one fallen luyarnhians breaks through and enters the cathedral on that round.

Once the creatures that made it inside the cathedral are defeated, a **scourge lycan** bursts through the front doors. Any fallen luyarnhians that didn't make it inside are crushed and killed in the process.

Read aloud the following to initiate the next wave:

> *Tremors rock the cathedral as you catch your breath, immediately followed by the sound of the front doors shattering into splinters as a figure bursts through. With an eerie glow that fills the room, the creature lets loose a blood-curdling howl and charges right at you.*

Encounter: Wave 2. The **scourge lycan** is followed by two **parasitic geists** (see Appendix for both stat blocks). The scourge lycan fights to the death, rampaging through the cathedral and targeting those it deems the largest threat. The parasitic geists target the characters they view as the weakest.

CONCLUSION

Father Hauke thanks the party for their bravery and sacrifices during Geistnacht. He mourns the loss of any characters who did not make it through the night and offers 50 gp to each survivor as a token of gratitude. The surviving Luyarnhians whisper their tearful thanks as they crawl out of their hiding places.

The sun slowly rises over the city, dispelling the shadows and the horrific creatures that haunted the streets. The Paterna Iter district is now a scarred landscape, marked by the horrors of last night. Though Gesitnacht (and the Shattered Moon) has ended for now, it will come again, and the city must prepare once more for the next time a cursed moon rises.

Anna Dyukova

Maps:

Click here to download all the maps

PATREON | CZEPEKU

Ryan Bittner

THE REMEDY

The Remedy is a Fifth Edition adventure intended for **three to five characters of 3rd to 4th level** and optimized for **four characters with an average party level (APL) of 4**. It presents a ***potential origin*** for the Scourge, an affliction that has spread across Luyarnha, turning the once gleaming city into a nightmarish landscape. The scorching moon shines above, driving mad all who behold its splendor. Can the adventurers discover the cure for the cursed city before it's devoured by rot and corruption?

This adventure takes place in the Steinhardt's Guide to the Eldritch Hunt campaign setting. It utilizes Steinhardt's Madness System (Page XX) and Scorching Moon optional rules (Page XX). These rules are referenced throughout the adventure text.

BACKSTORY

Since the end of the First War (page XX), the city of Luyarnha has been a shining beacon of civilization, its rulers dedicated to fostering peace, prosperity, and strength for all. Through technological and cultural advances, the city has grown increasingly prosperous. The Radiant Church addresses the spiritual needs of citizens, while the benevolent nobility takes care of their material necessities. The Luyarnhian nobility generously supports the clergy, patronizes the arts and music, and donates their wealth to uplift the poor. It is said that the light itself smiles on Luyarnha.

It takes only a closer look to see the cracks in that shining facade. There is a taint lying beneath the city's surface, a corruption that has rotted its soul. Luyarnhian nobles hide behind false kindness and charity, using the citizens as nothing more than pawns in their twisted machinations. Occult factions of the Radiant Church work in the shadows, experimenting with dark forces beyond their understanding. The city has rotted from the inside through their combined greed and lust for power.

A small sect of the Radiant Church—the Obitus Scholare—recently smuggled the remains of an ancient eldritch creature into the city for experimentation, hiding it in the once-thriving area known as the Ruby District. They discovered a way to augment their bodies, cure diseases, and even extend their lives by alchemically processing the creature's fluids and flesh. A handful of nobles unwittingly funded the secret research to access the sect's eldritch-augmented assassin, oblivious to the grotesque methods being used. And while the nobles gleefully murdered rivals to enrich themselves further, the sect harvested the corpse, developed a tonic they claimed could cure any disease, and gave it to the church healers.

They did not realize the magnitude of the forces at play, nor did they know their assassin was weakening and would betray them. The eldritch being's remains began twisting the fabric of reality, causing the moon to appear on fire and emanating a maddening aura throughout the Ruby District. As the madness flowed through his mind and body, the augmented assassin killed sect members to take the husk's power all for himself.

The resulting sickness spread like wildfire, transforming its victims into twisted creatures filled with rage and madness. In an attempt to impede the propagation of the scourge, the Ruby District, where the infection hit the hardest, was isolated. Citizens now cry for help and accuse the nobility of dabbling in dark arts as the church continues distributing their tonic, unwittingly spreading the madness further. The city's inner rot has finally seeped through the cracks as Luyarnha sinks further into darkness and despair.

ADVENTURE SUMMARY

An eldritch curse engulfs the city of Luyarnha in madness while a sickness runs rampant, turning the residents into monstrous creatures. The state quarantined the Ruby District to limit the spread, with limited success, as the whole city now stands in lockdown. Unwittingly the Radiant Church is distributing a tonic meant to cure the sickness but is spreading the outbreak instead. The characters come to the city, learn of its fall into decay, and begin to feel the curse's influence in the form of random hallucinations. A strange orc rogue named Maddon guides the party through the quarantine zone and to the manor of a local noble named Thomathin Rehwoldt.

Lord Rehwoldt wants to hire the characters to find the source of the plague and gives some insight into the Radiant Church. The characters interview an injured jaeger named Borast that Thomathin hired initially. He points them towards the Radiant Church and an abandoned brewery that may hold answers.

After following up on the hunter's leads, the party discovers the brewery was used to manufacture a strange substance similar to the Radiant Church's tonic. They face a former cleric turned eldritch-infused horror and learn the truth behind the plague that infects the city.

ADVENTURE HOOK

Lord Thomathin Rehwoldt is a prominent Luyarnhian noble and the main target of the Radiant Church's attempts to blame the curse on the aristocracy. While he was among the benefactors that funded the sect's research, he was unaware of the specifics. Lord Rehwoldt hired a professional to uncover the truth, but the hunter was injured and could not complete his mission. Thomathin decides to seek a more experienced group of adventurers and, after hearing of the characters' previous exploits, sends a discreet letter requesting their presence.

The characters are approached by a well-dressed messenger carrying a sealed letter from a Luyarnhian noble addressed to the party. The letter is written in an overly-ornate style, and the expensive-looking paper is closed with unadorned green wax.

> *"Greetings, brave Heroes of Fate and Fortune!*
>
> *I beseech the pleasure of thy company at my manse with the utmost of haste. Luyarnha and its people are suffering terrible circumstances that grow by the minute, and adventurous persons such as yourselves are needed to relieve us of the strange afflictions plaguing our city. In appreciation of your professional assistance—and discretion—in these sensitive matters, I pledge a reward of a thousand pieces of gold.*
>
> *Entry to our great city is forbidden due to our current troubles, so you must tell the guards your purpose for admission is as merchants looking to purchase "peculiarly large beds," and my agent will meet you. I look forward to speaking with you soon.*
>
> *May the light forever shine upon thee,*
>
> *T.R."*

TRAVELING TO LUYARNHA

Once the characters make their way toward Luyarnha, they encounter terrified families and diseased individuals that wished to travel to the city for its miracle cure but were refused entry at the gates, or turned back upon witnessing the flames in the sky. If the characters stop them and ask questions, the pilgrims share the following information before continuing on their way:

- Luyarnha was once a great city full of hope and prosperity, but sickness has spread among the population, and a large section is now under quarantine that they barely escaped.

- People are having strange visions, and society is literally tearing itself apart as infected victims transform into violent beasts.

- The Luyarnhian aristocracy is to blame! Their greed turned them to the dark arts and cursed the city.

- The Radiant Church is fighting the plague, and only their dedication is keeping it somewhat at bay, aided by their miracles and cures.

- The curse has turned the moon red and scorching, driving mad any who gaze upon the flames.

The characters' journey brings them within sight of the city at night and under the effects of a scorching moon (see "Steinhardt's Madness System," page XX). Read aloud the following:

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The sky is filled with heavy clouds as the picturesque Luyarnha comes into sight. Even without the moonlight, the sprawling city sparkles with dancing lights. The beautiful arched bridges and gently curving towers are a testament to its history of art and wealth, while the gleaming metal machines are a monument to their advanced technology. Moonlight breaks through the clouds just as the towering gates loom ahead, and shadows dance across the walls as raging distant fires can now be seen. The city's beauty fades quickly with each step closer as the crumbling walls and decay come into sight. Even the moon takes on an orange hue as if reflecting the seemingly burning city below.

Moon Madness. The first time a creature looks at the moon, it must make a DC 12 Wisdom saving throw. On a failure, their mind is filled with a brief vision of the moon engulfed in flames, and they gain disadvantage on their next saving throw made against a madness effect. Note which characters failed their saves, but don't inform them of the future disadvantage. You can pass along the vision to each character privately as a way to amplify the unsettling ambiance.

State of Decay. While the city's current state of disrepair is readily apparent, characters who look closer and succeed on a DC 15 Perception check also notice the surrounding buildings bear recent scorch marks and an abnormal amount of raven feathers and clumps of fur litter the ground.

CITY GATES

The Luyarnha city gates are heavily fortified and guarded as part of the quarantine. Characters with a **passive Wisdom (Perception) score of 13 or higher** notice that most of the guards on the ramparts are oddly facing into the city rather than watching the road leading up to the gates of the Ruby District.

The winding road ends abruptly under the watchful gaze of imposing statues flanking the massive city gates. Uniformed guards stand vigilant along a newly built barricade, and a gaunt man in immaculate priestly robes stands off to one side, scribbling into a large book. His quill stops as he adjusts his thin-rimmed spectacles and blankly observes your approach. A broad-shouldered guard sporting an impressively well-maintained beard and a grim look in his eyes steps forward and calls out, "May the light smile upon you, travelers! These gates are closed, as you can see well enough. What business do you have here?"

The **veteran** captain, **six guards**, and attendant **acolyte** are not in the mood for idle conversation. The captain demands that the characters provide their reason for entry or leave the area immediately.

Mentioning the passphrase "peculiarly large beds" earns a knowing nod from the captain and a suspicious look from the priest as the party is allowed to pass into the Ruby District. Otherwise, the characters can bluff their way past with a successful **DC 14 Deception check** or with a discreet **bribe of 10 gp** for the guards' "retirement fund."

If the characters attempt to show the letter they received, the acolyte becomes instantly intrigued, and the captain quickly motions for them to put it away once he sees the green wax. Whichever way the characters make their way past the gate guards, the acolyte makes a note of their arrival and goes to inform the Radiant Church.

Maddon Gillet

Information: *Maddon (chaotic-neutral orc **spy**) is a pale-skinned young orc with slicked-back dark brown hair and a crooked smile that he often uses to show off his gold-capped canine tooth. The rogue has worked for Lord Thomathin Rehwoldt for many years as a go-between for the noble and the city's more criminal elements. While his dark clothing helps him blend in with the shadows, his vanity and wealth are on full display in the form of gold trinkets that he often casually flashes.*

The shady orc has a policy of always looking out for himself first, but the current situation in the city has him concerned. To protect his business interests, he provides assistance to the characters wherever and whenever possible.

Meeting Maddon

Once the characters pass through the gates and head into the city, read aloud the following:

Just past the arched gateway lies an eerily silent cobblestone path leading further into the city. Despite the slight breeze, the scent of death and refuse is overpowering with each step forward, revealing rotting corpses lying in the shadows and gutters. A whispery voice slithers from the shadows, "May the light smile upon you, friends." You notice a darkly dressed orc quietly leaning against a wall nearby. He flashes a crooked smile with a glint of gold and nods in greeting.

MAP 1: Ruby District *1 square = 10 feet*

As the party approaches Maddon (see "Maddon Gillet" sidebar), characters with a **passive Wisdom (Perception) score of 14 or higher** catch a flash of a massive eldritch eye with two pupils emerging from the wall next to the orc before disappearing just as suddenly. Each character that saw the vision must succeed on a **DC 13 Wisdom saving throw** or gain one short-term madness effect (see "Steinhardt's Madness System," page XX). Maddon shoots a strange look at any mention of the eye and cautions the characters to keep such odd observations to themselves while in the city for their safety.

The orc rogue introduces himself and explains he has been waiting to guide them to his employer. He does not reveal his benefactor's name and, if pressed, only says he is a "concerned citizen who is in dire need of assistance and too stubborn to vacate his residence even in the midst of the Scourge."

After introductions are made, and the party is ready to move onward into the Ruby District, read this aloud:

> *A man dressed in the rags of once-fine clothing stumbles out of an alleyway with a red handkerchief held against his mouth. He places a shaky hand on a wall to steady himself just before his eyes roll back, and a stream of thick, black blood erupts from his mouth. With a shudder, he collapses to the ground, stone dead even before his skull cracks against the pavement.*
>
> *Maddon recoils from the corpse and pulls his cloak tighter around himself. "We proceed from this point forward in the shadows," he says before motioning for you to follow. "The city is sick and there is far worse between us and where we are headed."*

RUBY DISTRICT

This section of Luyarnha has been further quarantined due to afflicted citizens being turned into bestial creatures. Garbage litters the streets, and only a handful of iron lamp posts are lit, leaving the moonlight and the occasional fire as the only light sources in the otherwise dark area. Like most buildings in the city, the homes here are designed with a complicated, asymmetrical shape made of stone or the eponymous dark ruby-colored wood panel siding supporting steep, multi-faceted tiled roofs.

A non-trivial number of the citizens in this district are already infected and roaming the streets. A few are holding out in their barricaded homes, unwilling to open their doors for any reason. Widespread looting has stripped the shops of anything of value, and abandoned food lies rotting in crates where merchants left them to escape the district. The characters begin their journey through the Ruby District at the slums (area 1).

Roleplaying Maddon

Maddon sticks to the shadows throughout the journey to Rehwoldt Manor (area 5) and only engages in combat if he sees the characters struggling, and his assistance would turn the tide of battle. He makes it clear to the party that he is not a warrior and has no shame in refraining from fighting. If Maddon becomes overwhelmed at any time, he yells for the characters to continue to the "staghead manor" before smashing a potion onto the ground and vanishing in a blinding flash of light and smoke.

Keyed Locations

The following descriptions correspond to the keyed locations on the provided map of the Ruby District.

1. Slums

The cry of seagulls passing overhead and the soft breeze of the wind against broken glass are the only sounds that can be heard on this stretch of the Ruby District. Your silent guide motions for caution as he slips cautiously from shadow to shadow.

As the characters pass through the slums and into the district, they must succeed on a group **DC 14 Stealth check** to avoid notice. On a success, they reach the Greenhouse (area 2) without incident. Otherwise, their approach is noticed, and two **fallen luyarnhians** (page XX) join the group of **corvian dwellers** (Page XX) already there.

2. Greenhouse

A brightly painted greenhouse lays ruined, glass shattered and wood cracked, pierced by multiple bullet holes.

If the characters fail their group Stealth check while traveling here (see area 1), **two fallen luyarnhians** lurch from around the corner and scream "It's your fault!" and "They're corrupted!" at the party before rushing to attack them in a frenzy.

Encounter: Ambush. Two **corvian dwellers** are hiding on the rooftops and observing the party while preparing to ambush them as they enter the area. One of the **corvian dweller** is wounded with only 14 hit points remaining and has a *guillotine shears* (Page XX) embedded in its side, the forearm of the previous owner still attached to it.

3. Beggars

A pair of sickly-looking beggars sit huddled under blankets around a small fire, roasting what appears to be a giant rat on a spit. The foul stench of charred fur and smoke fills the air.

Encounter: Sickly Beggars. The two beggars are **fallen luyarnhians**, hiding their deformities beneath their blankets. They attack the first creature to come within 10 feet of them and flee towards the slums if reduced to half their hit points.

4. Scorching Light

Shimmering multi-colored lights shine through a shattered window, casting dancing shadows across the ground.

Hazard: Illuminating Madness. Creatures looking at the light must succeed on a **DC 13 Wisdom saving throw** or gain one short-term madness effect (see "Steinhardt's Madness System," page XX). The light does not appear to be coming from an obvious source, and it flickers out after a few moments. A creature affected by the light becomes immune to its effect for 1 hour.

5. Manor Entrance

Iron spikes adorn the tops of the thick stone walls that surround an ominous, almost fortress-like manor. A green crest bearing a stag's profile decorates the center of the heavy iron knocker on the front doors.

After using the knocker and being observed through a tiny grated window, the party is greeted by Mrs. Ackerman, Lord Rehwoldt's majordomo and one of the few remaining servants after most fled the district. She is a well-dressed, older woman whose face appears permanently etched with a sour expression that perfectly matches her demeanor. After the characters state their business or after seeing Maddon, Mrs. Ackerman briskly introduces herself to the party and motions for them to enter the manor.
She escorts them to a sitting room, and if Maddon is still with the party, he excuses himself to speak with Lord Thomathin privately.

Rehwoldt Manor

As one of the oldest aristocratic families in Luyarnha, the Rehwoldts built a sprawling estate that once housed multiple generations with ease. While the family dwindled in size over time, its wealth and esteem flourished. The aging Lord Thomathin is the sole remaining Rehwoldt. Although his family name dies with him, he was widely respected throughout the city until he was targeted by the Radiant Church.

Many of the manor's wings have been shuttered and closed for decades, with only a handful of servants assisting Lord Thomathin throughout the years. Nonetheless, the Rehwoldt wealth is on full display in the paintings, sculptures, and other art exhibited in the immaculately clean areas still in use.

Lord Rehwoldt

Information: Lord Thomathin Rehwoldt (lawful-neutral half-elf noble) is a narcissist that values reputation and power above all else. It does not matter to him how the plague affects the city, only that the church has blamed him. It's apparent that Thomathin is not necessarily a good person, but he is true to his word and keeps his promises to friends and rivals. He is honestly unaware of the research the sect was conducting and is eager to accuse the Radiant Church simply out of retaliation for implicating him. Thomathin doesn't care who is blamed for the plague, that the beasts are infected citizens, or if the church is even truly guilty; repairing his reputation and power are all that matter to him.

Meeting Lord Rehwoldt

Mrs. Ackerman escorts the characters to a comfortable sitting room to wait for Lord Rehwoldt. Bookshelves filled with obscure tomes fill the walls, and a freshly built fire crackles in the fireplace. Plush seats are available for the characters to sit and chat amongst themselves.

After the characters have a few moments to take in their surroundings, Lord Thomathin arrives with Maddon.

> *The sitting room doors swing open as an impeccably dressed elderly gentleman strides through them, followed by the ever-silent Maddon. At a glance, it is clear this is a man accustomed to wealth and respect. Although his splotchy skin and advanced age suggest his health may be declining, his steel straight back and fiery eyes suggest otherwise. The gentleman takes in the room with just a glance before introducing himself, "Greetings, heroes. Thank you for responding to my letter. I am Lord Thomathin Rehwoldt, and we need your help."*

Lord Rehwoldt (see "Lord Rehwoldt" sidebar) explains the situation as detailed below and answers any additional questions the characters may have. A successful **DC 17 Insight check** made during the course of this discussion reveals the noble to be honest but clearly malicious and lacking empathy.

He shares the following information with the party:

- As the plague swept the city, twisted creatures spread throughout the Ruby District.
- Lord Rehwoldt and the other nobles and leaders agreed that isolating the district was the best answer until a cure could be found. The Radiant Church has been distributing a tonic that seems to be helping, but he questions their sincerity in helping.
- Thomathin hired a jaeger named Borast to discover the truth behind the plague, but he was injured and is now recovering at the manor. He wants the characters to pick up where Borast left off.
- Thomathin is particularly upset by the Radiant Church's allegations that he personally caused the plague by consorting with alchemists and the dark arts.
- Lord Rehwoldt does not care who the characters point to as the culprits as long as the evidence they uncover is strong enough to clear his own name. He offers an additional reward of 50 gp each if the characters can implicate the Radiant Church as the source of the sickness, regardless of their guilt or innocence.

Once the party agrees to assist Lord Rehwoldt, he gives them a 200 gp retainer fee and two vials of *white fungic tea* (page XX). He recommends they speak to the hired jaeger Borast to glean whatever information he knows before they begin their investigation. Thomathin then rings a silver bell that summons Mrs. Ackerman to escort them to their luxurious guest rooms. The party has the opportunity to rest and plan their next moves or to interview the hunter Borast.

Ryan Bittner

Borast Deepreaver

Information: *Borast (neutral-good dwarf jaeger) is an experienced monster hunter who specializes in eldritch creatures and supernatural events. He has leathery nutmeg skin, and his jet-black beard and hair are braided with silver wire. A creature's claw left three scars across his right cheek and eye. The gruff and suspicious dwarf prefers to work alone and is unhappy that Lord Rehwoldt hired the characters. However, he begrudgingly admits that his currently incapacitated state precludes him from completing the mission and helps the party in whatever way he can.*

Borast the Hunter

Once the characters seek out Borast, Mrs. Ackerman brings them to the hunter's room. Read aloud the following:

> *Ackerman leads the way through the many halls of the manor until stopping at a set of heavy double doors. She hesitates with an almost imperceptible flash of fear crossing her face before catching herself. "He hasn't spoken much since we found him, but perhaps he might be willing to aid you," she says before gently knocking and slowly opening the door. The room beyond is well-lit by a crackling fire and candles in every corner. A large window looks across the city and sits just above a large four-poster bed. A middle-aged dwarf with a large bandage covering his left leg is lying on the bed and intently reading a leather-bound book. His eyes dart towards the crossbow resting on the nightstand before returning to squint at his unexpected guests.*

Mrs. Ackerman closes the door behind the characters after they enter the room. Borast (see "Borast Deepreaver" sidebar) sets aside his book and tries to stand. The movement loosens the bandage on his leg, exposing a black and festering wound torn through the flesh of his thigh. Any creature that sees the injury must succeed on a **DC 14 Wisdom saving throw** or gain one short-term madness effect (see "Steinhardt's Madness System," page XX) as flashes of blood, fire, and death fill their minds and momentarily overwhelm their senses. Borast quickly readjusts his bandage before introducing himself to the party.

The injured hunter answers any questions the characters may have and recounts the results of his investigation up to the point he was injured.
A successful **DC 17 Insight check** made any time during the course of the conversation reveals he is being honest and fighting back immense pain. Borast's eyes are constantly drawn to the wound throughout the discussion. If the characters mention Lord Rehwoldt's suggestion of framing the Radiant Church, Borast is surprised as he was not privy to that plan, and a successful **DC 13 Insight check** confirms he is honestly shocked, and angered at the idea.

Borast knows the following helpful information that he shares with the party:

- Lord Rehwoldt hired Borast to dispatch the beasts that began terrorizing the Ruby District, but they were too numerous by the time he arrived. He chose to remain here after the complete lockdown of the district.

- The city's militia were cowards who would rather hide behind their barricades than face the beasts (See 'Ruby of Blood' page XX). He doesn't know of the church's key role in enforcing the lockdown.

- A few brave citizens and the Radiant Church clerics were fighting off the scourge, and Borast teamed up with them. As far as he knows, they were the only ones who dared stand against the beasts.

- His investigation into the outbreak led him to an abandoned brewery near the center of the Ruby District. An abnormal number of infected were gathered around the area, leading Borast to suspect there was a connection.

- Borast was injured while attempting to sneak into the brewery, where something ambushed him from the shadows and ripped through his leg. He barely made it back to Rehwoldt Manor alive.

- He highly recommends the characters seek out Radiant Church members and get some holy tonic (see "Holy Tonic," page XX) before heading to the brewery.

Borast's Wound

Borast allows the characters to inspect his wound with a successful **DC 15 Persuasion check**. A character who is proficient in Medicine can make the check with advantage. A successful **DC 15 Medicine check** reveals the wound to be septic and releasing a nauseating, corrupting miasma. On a failure, the character must succeed on a **DC 16 Wisdom saving throw** or gain a short-term madness effect (see "Steinhardt's Madness System," page XX) as they experience flashing visions of a burning moon.

Parting Gift

As the characters prepare to leave, Borast asks them to wait while he hobbles to reach under the bed's mattress. He pulls out an elaborately designed blade that appears forged from darkened steel and hands it to the party. Borast explains that this *electric sawblade* (Page XX) is his favorite hunting weapon, and they should use it to exterminate this Scourge if it cannot be cured, since he cannot wield it himself.

Leaving the Manor

After talking with Borast and preparing to move forward, the characters are faced with the choice to speak with the clergy at the Radiant Church or head directly to the abandoned brewery. If they choose to visit a cathedral of the Radiant Church (see "The Radiant Cathedral" below), they meet the Vicar and have a chance to peek behind the veil of secrecy the church is hiding behind. If the party proceeds to attack head-on at the Abandoned Brewery (see page XX), they discover the horrifying truth behind the Scourge and come face to face with the corrupted eldritch monster that just wants to watch the world burn.

Traveling the Ruby District

The orange-tinged full moon still hangs over the city no matter what time of day the characters leave the manor. Maddon (see "Roleplaying Maddon," page XX) guides the characters back through the Ruby District to whichever destination they choose. Each trip between destinations requires a successful **group DC 15 Stealth checks** to sneak past the beasts. On a failure, 1d4+3 **fallen luyarnhians** ambush the party along the way.

THE RADIANT CATHEDRAL

After making their way through the Ruby District and to the elevator that takes them to a cathedral of the Radiant Church atop the terrace, read the following:

> *The eerie silence and rotting stench of the Ruby District suddenly give way to the sound of cranking machinery and a cloud of choking coal dust. A monstrosity of riveted iron plates and columns is embedded into a cliff face with a platform controlled by gears and weighted chains. Maddon steps quickly onto the platform and begins prepping the controls while motioning to join him.*

Roman Kuzmin

The Vicar

Information: Vicar Henri Inonder (lawful-evil human priest) is outwardly a good and righteous man who works tirelessly to give succor to the poor and needy. His perfect smile, warm brown eyes, and perfectly groomed appearance hide a bottomless pit of greed and corruption. Henri is a member of the Obitus Scholare, the secret sect that was harvesting the eldritch being's remains. His twin brother, Vargas Inonder, was transformed into the augmented assassin that devolved into madness. After the sect's destruction and himself being injured, Henri now works to conceal the truth behind accusations aimed at the aristocracy and Lord Thomathin in particular because of an old grudge between them. He feverishly works to find a cure before succumbing to the madness like his brother.

The Vicar is a master manipulator who is proficient in Deception and Persuasion. He hides his festering injury and resulting beast-like transformation behind an alter self spell while working to find a cure for himself. A successful DC 25 Arcana check or detect magic spell indicates the Vicar is using magic to alter his appearance. If dispelled, it reveals that he is almost entirely mutated into one of the bestial creatures.

If the characters spend more than 1 minute debating about using the elevator, 1d2+1 **corvian dwellers** appear.

After the characters enter the elevator, read aloud the following:

The gates swing shut, and a blast of acrid smoke fills the air as the platform lurches upwards. The spectacular view of the city is spoiled only by the smell of oil and rust and the deafening clank of metal gears. Luckily the ride is short, and the gates open once more to reveal a broad courtyard filled with a line of sick and ragged people. They stand in long lines under the imposing edifice of a magnificent cathedral, waiting to reach the priests distributing medicine from glass vials at the front of each line. White-robed priests distribute chunks of bread or hold buckets of water and ladles as they walk the crowd, receiving tears of joy and whispered words of awe in return. A light shines in each person's eyes, either from fever or in the hope of their salvation.

Characters with a **passive Perception score of 13 or higher** or who spend a few moments looking at the church and surroundings and succeed on a **DC 13 Perception check** begin noticing how everything here is more run-down than a wealthy church should be. They see how the once gleaming white walls have turned dingy gray and dull, the priests' robes are looking worse for wear, and the gut-churning ambient mood is right below the thin veneer of hope.

It's not long before the Vicar Henri Inonder arrives (see "Meeting the Vicar" below) with the acolyte the characters saw at the front gates right behind him. If the characters did not spend time looking around the church courtyard and headed towards the entrance, they are quickly cut off from entering by an acolyte until the Vicar makes his appearance.

Meeting the Vicar

Vicar Henri Inonder (see "The Vicar" sidebar) greets the characters warmly and introduces himself while welcoming them to the Radiant Church. Seeing as they are not sick or injured, he inquires about their presence and offers assistance. While he makes it clear the clergy is busy tending to the sick, he gladly answers any questions they may have. A **successful DC 16 Insight check** during the conversation gives the impression he is being forthright and honest with everything he says. This is because the Vicar is cautious with his word choice, twisting them into being the technical truth.

The Vicar shares the following information with carefully chosen words:

- Upon request, he provides a vial of *holy tonic* (see "Holy Tonic" page XX) to each character and describes the beneficial effects. He regrettably cannot give them more due to the massive number of patients they are treating.

- He raves about the tonic's healing properties and even mentions a young girl they recently rescued from the Ruby District who is being cured with the remedy as they speak. A successful **DC 17 Persuasion or Intimidation check** convinces the otherwise reluctant Vicar to allow the party to visit her (see "Infected Patient," below).

- He speaks highly of Borast the Hunter for his assistance in combating the plague and helping secure the elevator leading to the cathedral.

• He blames the district's corruption on Thomathin Rehwoldt and the rest of the aristocracy that fled the ruby. The Vicar accuses them of pursuing alchemical efforts in a bid for power, resulting in the monsters roaming the Ruby District. He claims the nobles are heretics and parasites that only take from the people, and their attempts to blame the church are cowardly. (While this is technically true, his anger seems excessive on a successful **DC 16 Insight check**).

Infected Patient

If the characters convince the Vicar to allow them access to the girl rescued from the Ruby District, he escorts them to a nearby chamber inside a hospice building next to the cathedral. Nurses are tending to the sick in simply adorned rooms that used to be sleeping cells for drunken monks.

The party finds the young female orc lying unconscious and drenched in sweat as she grips the bedsheets in a tiny white-knuckled fist. The Vicar remains in the doorway to watch them, reminding them not to touch her to minimize the infection's risk.

The following valuable pieces of information can be discovered here:

• Casting a *detect thoughts* spell or similar mind-reading effect reveals she is repeating the phrase "blood turns to water" in her mind.

• Characters with a passive Wisdom (Perception) score of 15 or higher or who succeed on a **DC 15 Perception check** notice she is clutching a scrap of paper in one hand. A successful **DC 18 Sleight-of-Hand check** can remove it without the Vicar noticing. On a failure, he interrupts them and firmly asks them to leave as he said to not touch the patient. He blatantly ignores the paper and outright lies (noticeable as his only lie with a **DC 18 Insight check**) if asked and quickly ushers them out of the room. The paper reads—"blood turns to water...abbotship"—hinting at the connection between the Vicar and the alchemy used to make the holy tonic.

ABANDONED BREWERY

Once the characters make their way through the Ruby District and close in on the abandoned brewery that Borast mentioned, read aloud or paraphrase the following:

> *Each step through the Ruby District is worse than the last, but eventually, the devastation becomes overwhelming. The very air feels on fire and is cooking the many corpses littering the streets. Some have burst open from the heat, releasing a putrid stench into the air. The few living souls that can be seen are woefully frail, with tattered clothing barely covering skin so dry that it audibly cracks with every movement they make. Their eyes are empty voids with any shred of consciousness long gone.*
>
> *After what feels like hours of skulking through sullied streets to avoid the roaming beasts, the abandoned brewery comes into sight. A cluster of slumped-over beasts lay in the courtyard leading to the front door, and it's unclear if they're dead or alive. An ear-splitting screech gives away the flock of corrupted raven creatures on the roof. Maddon coughs quietly before nodding and disappearing into the shadows.*

Entering the Brewery

The front door to the brewery stands partially open and is the most conspicuous means of entry. A careful search around the building reveals a single open window on the eastern side that can also be used. All other entry points are boarded up and would take time and make a lot of noise to open.

While most of the bodies in the courtyard are deceased, there are six **fallen luyarnhians** still alive and resting. Two **corvian dwellers** are perched on the rooftops, casually watching the entry.

There are several tactics the characters may employ to enter the building using either the front entrance or the side window:

Sneak. The party can choose to sneak around the courtyard and through the open window. This option requires all characters to succeed on a **DC 17 Stealth check**, with a single failure resulting in both **corvian dwellers** being alerted and attacking. This allows the party to enter the brewery through the window (area 2).

Distract and Sneak. Any type of loud noise or distraction can be used to draw away the **fallen luyarnhians** from the courtyard, and a successful group **DC 15 Stealth check** sneaks past the two **corvian**

dwellers, with a failure resulting in them jumping down to fight. The characters can enter through the front door (area 1) or the window (area 2).

Frontal Assault. If the characters forgo stealth and decide to attack, they face off against all six **fallen luyarnhians** and both **corvian dwellers**. The characters can enter through either the front door (area 1) or the window (area 2).

THE ABBOTSHIP BREWERY

Once used by monks from the Radiant Church to brew craft beers, the Abotship Brewery was abandoned over a decade ago after an unfortunate poisoning incident. This made it the perfect location for the Obitus Scholare to hide the eldritch being's remains and conduct their experiments. Those infected with madness are drawn to the presence of the eldritch husk. Vargos Inonder has been soaking in its emanations since, and he rarely leaves the brewery now and spends most of his time in the basement bathing in the blood and energy.

General Features

These general features are prominent throughout the Abbotship Brewery unless otherwise noted in the adventure text.

Ceilings, Floors, and Walls. The decrepit building is crumbling, and much of the wood is weak and rotted. The plastered walls are cracked and covered in mold. Most of the open floor shows exposed gears used to operate the mill and mixing machines. Anyone falling into the gears takes 9 (2d8) bludgeoning damage per round as they are crushed between the cogs. A creature can spend an action to make a **DC 13 Athletics check** to pull themselves or another out of the gears.

Lights. Besides the occasional moonbeam peaking through cracks, the brewery is dark and the descriptions provided assume the characters have a light source. The light coming from the area below the brewery (see area 5) can dimly be seen through the gears by someone close enough to look down that area.

Tonic Liquid. The liquid in the containers and being mixed here is highly toxic. A creature that ingests it must make a **DC15 Constitution saving throw,** taking

MAP 2:
The Brewery

PATREON | CZEPEKU

14 (4d6) poison damage and becoming poisoned for 24 hours on a failed save, or half as much damage and not being poisoned on a successful one.

Keyed Locations

The following descriptions correspond to the keyed locations on the provided map of the Brewery.

1. Main Entrance

> *A thick layer of dust lies over broken crates and old tools scattered across the floor. Bones lay strewn about after falling from an old bin tucked into one corner of the room.*

Encounter: Entry Guards. If the characters came through the front door after a frontal assault (see "Entering the Brewery" above), the two **fallen luyarnhians** hanging out here flee and attempt to escape through the Open Window (area 2). Otherwise, they are gnawing on the old bones in the corner.

2. Open Window

> *This window is the only one that hasn't been nailed shut in the entire building. The pale moonlight shining through shimmers across the floor and machinery.*

A successful DC 10 Athletics check is needed to jump 5 feet from the open window to the platform. A failure results in falling into the machinery below (see "General Features").

3. The Mill

> *A spinning mechanism oscillates back and forth with a sickening crunking sound with each twist. There are waves of rancid odor coming from what looks like a clear fluid mixed with an off-white powder.*

The first time a creature comes within 5 feet of the mill, they must succeed on a **DC 16 Wisdom saving throw** or gain a short-term madness effect (see "Steinhardt's Madness System," page XX).

Toxic Mixture. A closer inspection of the mixture reveals the peculiar combination of ingredients creates a viscous water-like fluid that sparkles when light shines through. A character proficient with Alchemist's supplies or who succeeds on a **DC 15 History check** determines the substance resembles the Radiant Church's holy tonic, but the smell and consistency are different.

4. Storage

> *Several barrels and sacks sit neatly stacked against the wall here. They seem recently used.*

This storage area was used by the sect to produce the corrupted tonic vials. Sacks contain glass vials linked by complex alchemical contraptions, while barrels sit full of the partially finished liquid. Any creature inspecting the supplies must succeed on a **DC 15 Wisdom saving throw** or gain a short-term madness effect (see "Steinhardt's Madness System," page XX). Images of nails turning into twisted claws and bodies rupturing into gore fill their minds before fading into a blood-red haze.

5. Lair Entrance

The first time a creature comes within 10 feet of this area, read aloud the following:

> *You see a faint glimmer of light through the gears below and hear a distant noise like the sound of rushing water.*

The first time a creature comes within 5 feet of this area and looks down through the gears, they experience the following:

MAP 3:
Eldritch Lair

PATREON | CZEPEKU

The distant noise grows louder but no longer sounds like water. Now it chitters and skitters across your ears, filling them with a cacophony of screeching noise. Then the darkness below starts to pulse as embers swell and spark, illuminating a chamber beneath the cogs with a sinister light. A presence drapes itself over you, pulling you down towards the light. Calling out to come down below for just a moment before the pressure disappears and the light fades to a faint pulse.

Entering the Lair

To successfully navigate between the machine and reach the Eldritch Lair (area 6) below, each character must succeed on two subsequent **Athletics** or **Acrobatics checks**. The **DC for each check is 14 and 15**, respectively. A failure during the first check results in falling into the cogs and taking 9 (2d8) bludgeoning damage. The damage becomes 18 (4d8) bludgeoning damage for a failure on the second check. Each character must succeed on both checks to advance to the area below.

Once any character successfully climbs through the machinery, they find themselves in the area marked 6 on the Eldritch Lair map.

6. Eldritch Lair

Once the first character enters this location, read aloud the following:

As you make your way past the machinery, you find yourself engulfed in an abominable stench unlike any you've ever experienced. You've descended into a cavern-like chamber with rough rock walls smeared with blood, crushed bones, and decaying bodies scattered across the floor. What looked like a mass of embers from above was the flaming head of a large disfigured creature with ashen skin and a melted wax-covered face. Behind it hangs a crucifix attached to the walls with thick iron chains supporting the dripping husk of a nightmarish entity of flesh and blood. Just looking at the remains makes the world spin and dance. The burning figure stands below the bleeding husk, letting each crimson stream drop slowly down onto him.

The being turns its eyeless gaze upon you with a piercing stare you can almost physically feel. A melodious voice rings out and echoes across the cavern, "You've come so far," it says. "It is surprising you've not lost yourself yet to the intoxicating lust. No matter. It all ends the same." With those final words, the being draws weapons out of the shadows, and a maniacal laugh echoes through the chamber.

If the characters have already met the Vicar (see "The Radiant Church," page XX) and succeed on a DC 16 Perception check, they recognize the voice as sounding identical to the Vicar.

Encounter: Vargas the Scorched. Vargas is a **scorched adjudicator** (see Appendix) that has become drunk on the energy given off by the eldritch husk, which hangs from a crucifix at the spot designated as 6 on the provided map. Vargas taunts the characters during the fight, explaining how he brought the true "remedy" for the city's sickness and corruption. He rants and extols the glory of bathing in the husk's energy and how it is a blessing from beyond that he shares with those willing to accept its grace. It will cull the herd and prepare those strong enough to survive to ascend and take their rightful place as gods.

At any time, the characters can choose to make a **DC 18 Religion check** to determine Vargas' connection to the husk's energy. On a success, they deduce that damaging the husk (AC 14, damage threshold 10) could sever the link to the eldritch monster. If the husk is dealt 20 or more points of damage, Vargas loses access to his lair actions for 24 hours.

Defeating Vargas

Once Vargas is defeated, the eldritch energy he had siphoned is released in a massive wave of power that washes over the characters. They each experience the same exact vision:

You see the world from the point of view of a young man named Vargas. He's talking with high-ranking members of the Church, including his twin brother, the Vicar. His heart swells when Henri tells him how proud he is of Vargas for volunteering. Henri brings Vargas to a secret place, a special place. Many nobles come to shake Vargas' hand, including Thomathin Rehwoldt, right before the vision blacks out.

Vargas wakes up tied to a metallic chair, needles in his arms, painfully injected crimson fluids into his body, and who is screaming like that? It can't be him, can it? Oh, it hurts, it hurts, it hurts... everything fades to nothingness.

All that remains is a strong sense of duty and an unquenchable hunger. Everything fades again. The man commits murders—a lot of murders—and each kill leaves an intense feeling of satiation. But suddenly, there is a call from beyond. A distraction from his assigned duty. The eldritch is calling him, and Vargas' blood sings in response. The sweet fluids that drip from its body... Nothing else matters now; he is home.

As the vision fades, the characters see that Vargas' body dissolved into a pile of blood and gore, leaving nothing behind. Being so close to the eldritch husk and its reality-altering power affects the characters even more, with Vargas no longer absorbing the energy. They feel the surrounding area distort and watch as eldritch eyes grow on the walls and other surreal experiences. For every minute spent in the Eldritch Lair after defeating Vargas, the characters must succeed on a **DC 13 Wisdom saving throw** or gain a short-term madness effect (see "Steinhardt's Madness System," page XX).

Treasure. If the characters search the surrounding lair and succeed on a **DC 16 Investigation check**, they discover a *damascena* (Page XX) and 50 gold.

CONCLUSION

With the defeat of Vargas and gaining access to the eldritch husk, the characters have several options available to them. While the full impact of their decisions can cause ramifications outside the scope of this adventure, here are a few possible outcomes that could occur:

Burning the Brewery. Seeing as how both the church and nobility cannot be entrusted with the being's remains, burning the brewery down is an option that Maddon recommends if the characters do not come up with it on their own. This partially destroys the production of the tonics and ends the husk's influence on the moon for a brief time. However, it does not reverse the effects already caused by imbibing the elixirs; without the husk, an antidote will be near impossible to create.

Siding with the Church. If the characters hand the husk over to the church, the clerics retake possession and use their knowledge to try to craft an antidote that removes the madness effects. However, they choose to keep using the tonics as the miracle cure, bereft of a better solution for now. They keep the husk for research, and the moon remains cursed, though it begins cycling again. Thomathin is framed for the brewery operation and is forced to flee, swearing vengeance on the characters while he still draws breath.

Siding with Thomathin. The eager noble happily exposes the church for tinkering with the eldritch remains, and the clergy swiftly shifts the blame on the Vicar, declaring him a black sheep amongst their ranks. The populace believes their denials and continues to consume their tonics. Thomathin pays the promised rewards and takes the husk to be quarantined in a secret location with his alchemists, who can study it in hopes of devising a cure.

Going Rogue. The characters push the Vicar over the edge if they confront him about his involvement, threaten to out him, or choose to side with anyone other than the church. He'll lose his humanity entirely and turn into a **soul-snatching aranea** (page XX). A foe far beyond their power. If the party manages to escape, he'll track them through town, intent on killing them.

The End.

Ari Ibarra

SCORCHED ADJUDICATOR VARGAS

Maps:
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Lair Actions

On initiative count 20 (losing initiative ties), Vargas takes a lair action to cause one of the following effects; Vargas can't use the same effect two rounds in a row:

- Vargas siphons shadowy energy from the crucified elder being, increasing his power and mending his wounds. He regains 4d10 hit points, and until the start of the next round, his weapon attacks deal an additional 1d10 necrotic damage.

- Vargas wields the maddening energy of eldritch blood and sends a wave of madness at any creature he chooses within sight. Each creature must succeed on a DC 13 Wisdom saving throw or gain a short-term madness effect (see "Steinhardt's Madness System," page XX).

- Vargas calls out for aid, and two **fallen luyarnhians** drop down from above, aiding him in the fight.

Asherlisa

Marcelo Orsi Blanco

THE VILE VILLAGE

By TJ Phoenix and MonkeyDM

The Vile Village is a 5th Edition adventure for **three to five characters of 7th to 8th level** and is optimized for **four characters with an average party level (APL) of 7.** Twisted monstrosities—former test subjects of the Radiant Church—stalk the forest and slaughter any who come near their village. Nearby, the city of Luhyarna huddles behind sealed gates, battling a madness-inducing scourge, while the creatures remain outside, waiting for their chance to get into the city and eat everyone in sight. The adventurers must investigate the village of Jägerweiler, go toe-to-toe with the worst of the monsters, and uncover the horrific eldritch experiments performed by an occult branch of the Radiant Church.

BACKSTORY

Eldritch entities have forever used the seductive promise of power to lure in the greedy and foolish. And none are worse than those who forsake their oaths and succumb to the darkness they swore to fight. Some Radiant Church priests, once the symbol of hope and light for the residents of Luyarnha, have begun to stray from the path of righteousness to one of despair and death.

A branch of the Radiant Church known as the Obitus Scholare broke from their traditions and began horrifying experiments to harness eldritch powers. The Obitus Scholare secretly conducted their research in Jägerweiler Village, a small logging community. Sitting just outside Luyarnha and in the shadow of its high walls, the quiet village was the perfect place to hide the twisted results of the horrific testing from the city authorities.

The Obitus Scholare forced its victims to consume eldritch flesh and blood, subjecting them to pain and agony while recording the effects to further their goals. The outcomes were initially impressive, and resulted in the creation of hunters augmented with strength, speed, and other supernatural abilities. Those who survived were brain-washed and trained to become warriors and assassins, tracking down other eldritch creatures and killing political opposition in exchange for gold to fund further research.

These hunters would eventually go mad, their minds shattered by the whispers calling from the shadows to the eldritch blood inside them. They became twisted monsters full of rage, and fled into the forest or among the villagers, slaying everything in their path. The Obitus Scholare could use their remaining hunters to eliminate many of the creatures, but there were simply too many. To erase all traces of their work and stop the monsters from attacking the city above, the priests arranged for a massive flood of an acid-like fluid designed to eat flesh and organic matter to wash through Jägerweiler, killing both monsters and villagers in the process. The priests, eager to leave Jägerweiler behind them, slunk away to continue their secret experiments in the insane asylum beneath the Grand Cathedral, creating more powerful hunters with their

refined techniques. With Luyarnha currently under the effects of madness-inducing moons, they can act with apparent impunity as the city looks further inward and descends into chaos.

However, Obitus Scholare's attempt to completely eliminate their gruesome failures was only partially successful. While the villagers were killed, many of the creatures survived—some even thrive in the now caustic village. A creature known as the Veiled Hunter has taken control of the other monsters, and the threat they represent to Luyarnha continues to grow. The city's gates are barred while under quarantine, protecting the masses who are ignorant of what is happening just outside their city. However, the nobles who pull the city's strings and high-ranking church officials look upon Jägerweiler with growing concern that a mass assault by the creatures is imminent. The abominations wait in their forest village, readying themselves to crack open the city gates and feast upon the sweet meat quivering behind them.

ADVENTURE SUMMARY

The characters leave Luyarnha to investigate Jägerweiler, a small forest village just outside and below the city. Upon arrival, they find the village empty and full of twisted monstrosities instead of villagers. While investigating and looking for the source, they stumble upon a dead test subject possessed and twisted by eldritch flesh sewed within the corpse. Other clues throughout the village point to a conspiracy among the Radiant Church and their experiments conducted in the village. After facing off against the Veiled Hunter, the party learns the horrifying truth behind the creatures' origins and the Obitus Scholare's involvement.

Adventure Hooks

Here are a few ways to entice the characters:

The Village Below

After spending time within Luyarnha, the characters begin to hear whispers about a village further down in the forests below the city. They say they've lost contact with the villagers of Jägerweiler amidst the First War, and the messengers sent into the forest have vanished. Rumors claim the watchmen atop the city walls all swear they saw a strange red flood rise and wash over the village, an unknown power from the southern armies who besieged the city perhaps? There has been no communication with Jägerweiler since the flood, and strange creatures have been heard wandering the forests at night.

Enemy at the Gates

A group of twisted creatures has attacked the guards at the Luyarnha gate that leads down to Jägerweiler, the forest village below the city. The gates have remained barred to maintain the city quarantine, while winged monsters have struck from above and patrols in the nearby forest report seeing strange horned beasts and bear-like creatures. The Radiant Church has been particularly interested, as the creatures' tainted wounds are resistant to any healing attempted by the church. The clergy reach out to the characters and ask them to investigate Jägerweiler and hunt the creatures before their corruption spreads, and to investigate any potential involvement of the South.

Research Retrieval

Lord Jasper Roth is a successful nobleman from a minor house in Luyarnha. He is widely known for his philanthropic efforts and support of the Radiant Church, particularly in medicinal treatments. Lord Jasper hires the party to find alchemist Klaus von Brunheimer, who lives in Jägerweiler, a nearby village that has recently gone silent. In particular, he was funding Klaus's research into various tonics and remedies that might help alleviate the current pandemic sweeping the city. Since the nobleman paid for Klaus' research and he is no longer in contact, Lord Jasper wants the party to retrieve it for him. He stresses the need for professional discretion, offering a generous sum of 1,500 gp up front, and promises 3,000 gp when the party returns with the research.

RUNNING THIS ADVENTURE

An undercurrent of supernaturally induced madness underpins this adventure's primary themes of eldritch and body horror. As the characters progress through each location, they find pieces of information that eventually lead to understanding the larger conspiracy at play. They are fighting both the physical horrors and the creeping madness effects of an evil permeating the region that begins infecting their minds. The adventure is divided into three parts, which correspond to the three main locations.

In Part One, the characters first encounter twisted eldritch creatures in the flooded village of Jägerweiler. They find evidence of dark rituals using eldritch body parts and come face to face with the Veiled Hunter, the leader of the creatures in the village.

Wes Fraser

In Part Two, the party travels to nearby ruins rife with monsters, where they encounter a mad mage named Cerwyn Raolet. They learn he was responsible for flooding Jägerweiler with an alchemical acid at the orders of secret benefactors who tried to kill him afterward. Cerwyn knows where the sect was conducting horrifying experiments and where he started the flood.

In Part Three, the characters make their way to an ancient temple that once held the remains of an eldritch being. Cerwyn used the corpse in a ritual to flood Jägerweiler Village with acid, using the very same blood the Obitus Scholar used to transform them. The party battles the Veiled Hunter for the final time as he tries to take the eldritch carcass for himself.

Madness System

This adventure incorporates Steinhardt's Madness System and Vacuous Moon rule system (see page XX). The city of Luyarnha and the surrounding area are under the effects of a Vacuous Moon. As the eldritch energy begins breaking down the characters' minds, they must also learn to deal with the afflictions that the moon causes to those under the effects of madness.

> ***GM Note.*** *As is common in psychological thrillers, this adventure builds up a sense of unease and creeping horror throughout the story. The question of who the story's villains are can change rapidly as new information comes to light. Give the players every opportunity for tactical planning and discussion amongst themselves to formulate their strategies, and allow the growing madness in that area to also grow within them, creating new and exciting situations.*

KICKING OFF THE ADVENTURE

The first challenge the characters must face is to find their way out of Luyarnha. However, because of the quarantine affecting this city, the characters can't reenter without the direct support of a noble patron, such as Lord Jasper Roth, or a powerful faction, like the Radiant Church. Even then, the party must work with the local guards, either through bribes or by convincing them to reenter based on need or merit. Alternatively, a wealthy patron could provide a *spell scroll* of *teleport* that is enchanted only to return the party to the patron's specified location.

Whether or not the characters have secured a route back in, they must find a way out of the locked down city. The characters' patron or a local friend first recommends they speak to Lieutenant Captain Adelle Roux of the city watch and attempt to work with her directly. If the characters fail to make their way through the gate, they must get creative in how they can get over (or under) the city walls.

If the characters decide to coordinate with the city watch and leave through the gates, proceed to the "Leaving the City" section below. If the party decides they prefer to leave without bothering the city watch, they can find many options available to them if they are creative enough. They could find a smuggler in a nearby tavern with hidden tunnels to escape under the walls—for a price. There are also gate guards who would look the other way after a little gold crosses their palms. If the party chooses one of these options instead, once they have successfully exited the city, proceed to the "Traveling to Jägerweiler" section.

Leaving the City

Once the characters head towards Luyarnha's gate to Jägerweiler Village, read aloud the following:

> *After preparing for the journey in Luyarnha and slipping through the city's night-shrouded streets, the final obstacle is the barred gates and heavily armed guards. As you approach, the city guards finger their swords warily while running professional eyes over your gear.*

Characters who succeed on a **DC 13 Wisdom (Perception) check** notice that the guards' armor is worn and damaged in places from what appear to be claw marks. If the check succeeds by 5 or more, it's also clear that the guards are on high alert, checking every shadow, and are extremely jumpy.

Once the characters get closer, one of the guards calls out wordlessly, and the watch commander comes to speak with the characters. Read aloud the following:

> *The watch leader and a robed priest step out of a small stone building tucked next to the gate. A wind chime made of raven feathers and bones sways in the wind the door makes as it closes behind them. The commander appears weary yet resigned to her given tasks, while the young priest looks sullen and drags his feet slightly. The watch leader steps forward with a nod of greeting and says, "Hail, adventurers! I am Lieutenant Captain Adelle Roux, and this is Acolyte Bram LeGrand of the Radiant Church, who is also my nephew. We were told to be expecting you, and while these gates are still closed due to quarantine, I believe we may come to agreeable terms that are beneficial to all."*

Lieutenant Captain Adelle Roux (LG human **knight**) is a Luyarnhian loyalist dedicated to protecting its citizens. She is a stocky woman in her mid-thirties with tawny brown skin and a square face framed by short, raven-black hair. Respected among the guards as a fair leader, Adelle works hard to maintain that reputation and is willing to work with the party as long as they do not threaten the city or its people. She is protective of her nephew Bram, but feels he needs to see the outside world a bit and sees the characters as an opportunity for him to get dirt under his nails for once.

The guard commander knows little about what is happening in the village below, but that little is enough to make her wonder and worry, especially with the increase in monster attacks coming from outside the gates. She agrees to let the party come and go, with the stipulation that Bram goes with them as a witness to their actions, and they give him a little advice about adventuring. If the party refuses to bring Bram with them, they must succeed on a DC 20 Charisma (Persuasion) check to convince Adelle to let them leave alone; she refuses to let them leave through the gates without him. This check can be made with advantage if the characters mention they are under contract by the Radiant Church. A failed check results in the characters being forced to get creative with how they leave the city. For example, they might hire smugglers with access to a secret tunnel or cross over the wall when the guards are distracted.

Bram the Acolyte - SIDEBAR

*Bram LeGrand (NG half-elf **priest**) is a quiet young man in his early twenties with a slight stammer and a nervous tick in his left eye. He spends most of his days cloistered with research books and studying the teachings of the Radiant Church. His aunt, Lieutenant Captain Adelle Roux of the city watch, stepped in after his mother (Adelle's sister) passed away years ago and has been looking out for him ever since. He respects his aunt, but feels smothered at times.*

Bram stays out of harm's way as much as possible in combat, assisting where he can. As an observer and trainee, he has limited capabilities and often makes poor decisions that put his life in danger.

Traveling to Jägerweiler

Once the party has successfully exited the city, they must work their way down the winding switchbacks into the forest below and travel another hour to reach the flooded village. Read aloud the following:

> *The stone road winding down from the city switches back and forth, as empty as the cloudless night sky above. The moon shimmers with pale light, giving a hazy view of the fog-filled forest waiting below. With each step closer to the forest's edge, a strange sense of being watched washes over you.*

The Veiled Hunter (see "Veiled Hunter" sidebar, page XX) monitors the characters' progress from afar, using his ability to see through trees. He waits to see what the party intends to do in the village before confronting them, learning what he can about them through their conversations. The characters can spend their trip inspecting the twisted, diseased trees and guarding against the animalistic shapes moving in the mists that never actually come close enough to identify.

Once the characters come in sight of the village, read aloud the following:

> *A light breeze sweeps through the rotting trees, carrying a sickly stench of decay and rotting meat. The road leads further into a large flooded clearing, and the pale moonlight shines down onto a haphazard village built in the center of a small lake. A thick layer of red algae swirls on top of the water, making the lake look filled with blood.*

The characters can choose to swim through the algae-covered lake (see "Toxic Waters" sidebar) to reach the village or devise a safer method to enter at any point they choose, such as crafting a raft. The lake is 1 mile in diameter, with the village at the center.

Toxic Waters - SIDEBAR

Cerwyn and the Obitus Scholare flooded Jägerweiler Village with their acidic chemicals in an effort to kill all living organisms and clear any proof of their experiments. However, the attempt failed, and many creatures survived in the village by building above the toxic waters. Unique crimson-colored algae began to grow on top of the newly formed lake, absorbing the acidic properties and amplifying them.

Creatures entering the contaminated waters take 4 (1d8) acid damage and an additional 4 (1d8) acid damage at the start of each of their turns for as long as they remain in the water. They also become covered in sticky red algae. After each minute, if it is not removed, any nonmagical object it touches is destroyed. If the covered object is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. As an action, the algae can be washed off a single character with a single waterskin or equivalent liquid. Wood from the trees found in the vicinity of the lake are immune to its acid.

Map V.1. Jägerweiler Village

PART ONE: JÄGERWEILER VILLAGE

Once a simple logging village, Jägerweiler Village was used by the Obitus Scholare as a staging ground to exploit innocent victims in their eldritch experiments. They created horrific creatures that now live in the village remains above the very toxic waters that were used in an attempt to wipe them out of existence. The lack of involvement from the southern armies in this disaster is clear. Only remnants of the previous occupants and the monsters remain.

Most of the creatures in the village spend their time hunting in the nearby woods, returning with their spoils at various intervals. At any given time of the day, there are few monsters here, other than the Veiled Hunter and a handful of others.

Leaving the Village

Throughout the village are many clues and a map the characters can find that point them towards Cerwyn Raolet, the mage who flooded the area with acid (see "The Mad Mage," page XX). Once the party decides to leave and look for him, proceed to "Part Two: Fortress Ruins" on page XX.

GENERAL FEATURES

These general features are prominent throughout Jägerweiler Village, unless otherwise noted in the area descriptions.

Ceilings, Floors, and Walls. The current structures were built using the remnants of the previous buildings destroyed in the flood. Every piece of wood and cloth in the village is rotting and disintegrating, barely held together by rusted nails and frayed ropes.

Doors. Most buildings here do not have doors. Any doors noted in the adventure text are made of light pine wood that can be quickly forced opened or broken apart with a successful DC 10 Strength (Athletics) check.

Lights. Torches and braziers are placed throughout the village, casting bright light in the keyed locations and dim light in between.

Toxic Waters. The buildings sit on a corrosive lake (see "Toxic Waters" sidebar, page XX).

Moon Madness. The first time a creature looks at the moon, it must make a DC 12 Wisdom saving throw. On a failure, their mind is filled with a brief vision of the Vacuous Moon drawing in all of the surrounding light as shadows deepen to an impenetrable darkness, and they gain disadvantage on their next saving throw made against a madness effect. Note which characters failed their saves, but don't inform them of the future disadvantage. You can pass along the vision to each character privately as a way to amplify the unsettling ambiance.

Random Events

When characters step onto those areas on the provided map marked with a red X on Map V.1, roll a d4 and consult the table below to determine a random event or choose an event that has not yet happened.

D4	EVENT
1	A swarm of rotting maggots bursts from beneath the docks and crawl their way over to engulf the nearest creature. The target must succeed on a DC 16 Constitution saving throw or become poisoned for 1 hour from the maggot infection.
2	The closest character begins to hear whispers telling them to dive into the water. The target must succeed on a DC 16 Intelligence saving throw or become charmed and dive into the corrosive lake (see "Toxic Waters" sidebar, page XX), ending the charmed condition once submerged.
3	The closest character sees flashes of blood and hears screams of agony that only they see and hear. The target must succeed on a DC 16 Wisdom saving throw or gain a short-term madness effect (see "Steinhardt's Madness System," page XX).
4	The decayed arms of a **zombie** (it has immunity to acid damage) burst upwards through the rotting boards and attempt to grab the ankles of the closest creature. The target must succeed on a DC 16 Dexterity saving throw or become grappled (escape DC 15) and pulled through the boards into the corrosive lake (see "Toxic Waters" sidebar, page XX).

Keyed Locations

The following descriptions correspond to the keyed locations on Map V.1. Jägerweiler Village.

1. Storage Shack

This small shack appears ready to collapse at any moment. The sounds of bestial snuffling and chewing drift through the partially opened doorway.

There is nothing of actual value in this room.

Encounter: Just Right. A **revenant bear** (see Appendix, see page XX) has decided the rotting supplies are good enough to eat and is munching its way through the rotting body parts stacked like kindling here. A stealthy character who succeeds on a DC 15 Dexterity (Stealth) check can safely peek through the open door and see what's inside. Otherwise, the revenant bear hears the creak of the boards outside the shack and bursts through the doorway to attack.

1a. Bridge

The boards of this bridge creak and groan with every step. The bridge collapses if more than 400 pounds are placed onto it simultaneously. Any creatures on the bridge fall into the corrosive lake (see "Toxic Waters" sidebar, page XX).

2. Meat Locker

A swarm of flies engulfs a dozen large pieces of rotting meat that hang from rusted hooks set in the ceiling. Right below them is a pile of rats chewing on the remains of a human torso.

Encounter: Rot Flies. The two **swarms of insects** in this hut instantly attack once anyone enters. These flies are afflicted with a flesh-eating disease from exposure to the chemicals in the rotting meat. Any creature that suffers damage from the swarms must succeed on a DC 12 Constitution saving throw or become infected with rotgut. Once infected, symptoms of rotgut begin to appear in 1d10 minutes. The symptoms begin as a queasy feeling and painful stomach cramps, inflicting a -1 penalty to ability checks and attack rolls. This penalty advances by an additional -1 every 24 hours until cured. The affliction lasts for 1 week or until cured by a lesser restoration spell or similar magic.

Treasure. A holy symbol (5 gp) in the shape of the radiant church' symbol, the Innarda, is around the severed neck of the torso. The body was one of the previous hunters sent by the church to inspect the village.

3. Death Docks

Four small rowboats in various states of disrepair float tied to the docks here. Splashes of old, long-dried blood stain each of them.

These small boats were left by previous attempts to enter the village by failed hunters. Each of the four boats can hold up to three hundred pounds before sinking into the lake.

Encounter: Lost Boys. Three **screechwings** (see Appendix, see page XX) are hanging out on the rooftops of a building near the docks and eating their latest meal. They attempt to ambush the party (DC 15 Wisdom (Perception) check) when the characters' backs are turned.

Treasure. Searching the boats uncovers a backpack filled with the same gear found in an *explorer's pack*, except for the rations and waterskin. Tucked inside the backpack is a parchment bearing the crest of the Radiant Church, which instructs the bearer to enter the village and return with information. It's signed with the initials C.R. (for Cerwyn Raolet, the mage who flooded the village with acid (see "The Mad Mage," page XX)).

4. Hunter's Hut

The door to this hut is shut tight and can be opened with a successful DC 15 Strength (Athletics) check. The creatures inside wake up if the party makes any noise while attempting to open the door. Once the characters enter the hut, read aloud the following:

> *The stench of unwashed flesh mingles with the buzz of a swarm of flies hovering over a pile of refuse sitting just inside the doorway. Bits of broken furniture and torn papers lie against a wall next to a heap of uncured animal skins and discarded bones. Bloody runes and sigils are painted across the walls and floor, with claw-like gouges scratched next to each one.*

The Veiled Hunter (see "The Veiled Hunter" sidebar, page XX) is rarely in his lair, as he often spends his time delving into the mind of Klaus von Brunheimer in the Vulgar Temple (area 5). A character proficient in Religion or History, or who succeeds on a DC 17 Intelligence (Religion or History) check, recognizes the bloody symbols as obscure sigils relating to an ancient god-like entity from a long-dead religion. Characters inspecting the sigils in this manner must succeed on a DC 16 Wisdom saving throw or gain a short-term madness effect (see "Steinhardt's Madness System," page XX).

Encounter: Guard Bears. Two **revenant bears** (see Appendix) stand guard over this room and are sleeping on the pile of animal skins unless awakened by the party making too much noise.

Journal. A character looking through the broken furniture and papers discovers the destroyed journal of one of the old loggers that lived here. Water damage destroyed most entries, but the last few can barely be made out:

- "We're lucky, it seems that the southern armies haven't noticed our village."
- "Been a bit under... feverish. Maybe... should visit the priests."
- "Feeling much better after visiting the Grand Cathedral. Thank the gods they're here. Too many lost to the fevers lately. I really hope this war ends soon."

- "Had a strange dream last night... The moon was on fire and bleeding at the same time. Feeling much better now, though... stronger than ever, in fact!"

5. Vulgar Temple

Once the characters come near this building, read aloud the following:

> *A massive creature's rib cage and skull sit on top of the largest building in the village. Flickering light filters through the shuttered windows and under the tightly closed door.*

Characters attempting to listen at the doors or windows must succeed on a DC 16 Wisdom saving throw or gain a short-term madness effect (see "Steinhardt's Madness System," page XX). The Veiled Hunter is chanting parts of the Obitus Scholare's notes in an attempt to learn more of the processes they used. Before him sits the mutated alchemist Klaus von Brunheimer. He already knows of the party's presence and has been waiting for their arrival.

Once the party enters the building, read aloud the following:

Candles ring the walls of this large, open room, filling the cathedral-like space with flickering light. A cluster of wooden pews faces a small platform that looks ready to collapse at any moment under the combined weight of a multitude of papers and a table covered in alchemical tools. An older man sits tied to a chair in the center of the platform, staring up at the ceiling as still as a corpse. In the shadows behind him, a figure in flowing black cloth peers out through an antlered skull mask. The figure chants a strange language in a raspy voice that pierces your skull just for a second before it suddenly stops and laughs, tilting its head at an impossible angle. "So you've finally arrived. How amusing. How do you like our little village, hmm?"

Encounter: The Alpha. The **Veiled Hunter** (page XX) wants to manipulate the characters for his purposes. He uses his monstrous appearance and abilities to keep the party on their toes while toying with them as long as they don't attack. He reveals that all the creatures they've encountered in the village were former residents transformed by the true monsters that disguised themselves as priests, "except for dear old Klaus here, who has been so helpful to me." The Hunter knows the following information:

• Strange scholars from the Radiant Church came a few decades ago to Jägerweiler Village looking for volunteers.

• The priests experimented with a new power source and promised that any participants would become faster and stronger than ever.

• They needed hunters to fight against the ever-growing hordes of the Southern armies.

• The experiments worked at first, and the volunteer hunters became powerful. Then, it all went horribly wrong and whatever they put inside them began to burn and whisper in their minds.

• The others were too weak, but he fought back. Eventually, the coward priests tried to wash away their sins with a flood of acid to kill them all. They failed; some "lived".

He doesn't know the truth of the Obitus Scholare and their access to the eldritch blood. When he grows tired of the conversation, or if the characters attack him, the Hunter tests the party's capabilities to see if they're powerful enough to take on the "false priests who did this." He fights until he is reduced to half his total hit points and flees. He cackles that he'll "see them soon" as he uses his abilities to escape into the woods, where he remains at a distance to watch their progress.

The Alchemist. The body of Klaus von Brunheimer has been altered by the Veiled Hunter's attempts to recreate the mutation process. Dozens of sinister black eyes blink and watch from the dead man's forehead, giving the impression that he is still alive. Any creature that looks directly into the eyes must succeed on a DC 16 Wisdom saving throw or gain a short-term madness effect (see "Steinhardt's Madness System," page XX). A character inspecting the body who succeeds on a DC 15 Wisdom (Medicine) check finds surgical scars in strange places across the body. The most recent surgical area is at the base of his neck and is oozing a black sludge that smells foul. A creature that touches the sludge must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

Documents. A casual search of the documents on the platform reveals the following:

• A partially burned notebook details scientific observations that show the progress of an experiment to augment humans with supernatural strength and speed.

• A supply list bearing the crest of the Radiant Church shows an absurd amount of alchemical supplies signed by Cerwyn Raolet (see "The Mad Mage," page XX).

• An undelivered letter from a Jägerweiler villager to her sister tells the story of a strange sickness overtaking the community since the beginning of the war and the disappearance of many residents into thin air.

• A crude map of the forest surrounding the village with various points of interest listed. One set of ruins is heavily circled with the initials C.R. scrawled next to them (this is where Cerwyn Raolet can be found, see "Part Two: Fortress Ruins," page XX). The map shows a short river path the characters can take using the boats from the docks (area 3) or an alternate route trekking through the woods (see "Traveling to the Ruins," page XX).

Treasure. If the characters follow the Research Retrieval adventure hook, they easily find the folder on the table containing Klaus von Brunheimer's research that Lord Jasper Roth funded. The beakers and other equipment are enough to assemble a set of alchemist's supplies. A character inspecting the concoctions who succeeds on a DC 15 Intelligence (Arcana) check can identify one of them as a vial of *holy tonic* (Page XX). On a failed check, however, they incorrectly identify the potion and pick up a deadly *potion of poison* that deals twice the amount of poison damage instead.

Ari Ibarra

The veiled hunter - SIDEBAR

Once a simple woodsman and hunter who lived a quiet life in Jägerweiler Village, Brayden Lilyguard was chosen by the Obitus Scholare as one of the first to undergo their eldritch experiments. After being infused with the dead cerebro-spinal fluid of an eldritch entity (see "Part Three: The Eldritch Temple," page XX), he gained inhuman strength, speed, and the ability to tap into the natural world of the forest he loved so dearly. But as time went on, he and his fellow huntsman began to change. They began hearing dark whispers in their minds that eventually became a cacophony of terrifying screams. Their bodies morphed and changed into feral creatures. Brayden fared better than his comrades in retaining most of his sanity, but couldn't stop the change into the specter-like being he had become. In the church's attempt to wipe them out with a flood of acid, he died. Years later, under the sky of a Blood Moon of Rebirth he was brought back, a mask adorning his face. he gathered the mutated "survivors'' and rebuilt the village into what it is today. As the Veiled Hunter, his only passion is for the survival of his remaining people and the utter destruction of those he holds responsible.

Roleplaying the Veiled Hunter

As intelligent as he is insane, the Veiled Hunter is far more dangerous than the lesser beasts and creatures within the village. The shadowy figure feeds on the fear his presence inspires in others, and prefers to toy with his prey when possible. He is well aware that his current appearance is another weapon in his arsenal, and he uses it to full effect. It is impossible to keep a conversation going while his barking laughter interrupts his own arguments with himself on how to kill and eat them, and the whole time, his head and body twist at impossible angles with disjointed limbs.

The Veiled Hunter appears as a putrid mockery of his former self, with rancid flesh peeking through the rents in his cloak and peeling around the bone mask that holds his face together. Thick stitching from the forced introduction of eldritch flesh into his body has created a tableau of scars, and the rot around them became a breeding ground for maggots. Their constant wriggling gives his decomposing skin the appearance of always being in flux. His favorite tactic is to grapple an opponent, expel these maggots onto their face, and laugh at their gagging screams.

6. Feeding Pen

> *The bones of a dozen types of creatures are piled in a closed-off ring, along with other rotting flotsam and jetsam. Some of the bones still have bits of armor and clothing attached to them.*

The village creatures dispose of their meal waste in this particular location. A character that succeeds on a DC 15 Wisdom (Insight) check recognizes that it seems strange for supposed mindless monsters to care about doing this.

Encounter: Fish Food. Three **swarms of quippers** (they have immunity to acid damage) are feasting on bits of flesh still on the bones. They fiercely defend their feeding ground to the death.

Treasure. A character searching the bones who succeeds on a DC 17 Wisdom (Perception) check notices that one skeleton is wearing a silver bracelet embedded in the radial bone that is still in pristine condition and can be identified as a *serpent bladewhip* (Page XX).

7. Charnel House

> *Humanoid skeletons lie arranged in neat rows across the floor of this otherwise empty building. Long-dead flower petals sit across the eye sockets of each skeleton, and one wears a bronze medallion across its chest.*

A character inspecting the bones who is proficient with alchemist's tools or who succeeds on a DC 12 Wisdom (Perception) check notices the bones are smooth and unmarked, as if the flesh was melted off them. A successful DC 15 Intelligence (History) check reveals the flower petals over the eyes are part of a local ritual to send the dead into the afterlife. These are the remains of the villagers killed by the acid flood. The Veiled Hunter laid them here as a reminder of what the village had lost.

Cursed Medallion. The bronze medallion bears the symbol of an eagle in flight. It was once a magical item that became cursed from the amount of death and despair it absorbed when the acid hit the town. The medallion has the same properties as a pair of *eyes of the eagle*. However, the first time the wearer succeeds on a Wisdom (Perception) check that relies on sight, the wearer becomes cursed. While cursed in this way, the wearer of the medallion has disadvantage on all Wisdom (Perception) checks that rely on sight, and they see shadows and other movements out of the corner of their eyes. The medallion can only be removed with a *remove curse* spell or similar magic.

8. Foul Lodge

The doorway to this building is an elk hide strung up to cover the entrance. Once the characters enter, read aloud the following:

> *This building reeks of unwashed animals and sulfur. Two rows of partially constructed beds flank an open path leading down the center of the open room. Each one is covered in animal hides and small trinkets.*

The mutated creatures use this lodge as their primary sleeping quarters. A character that succeeds on a DC 15 Wisdom (Insight) check recognizes that it seems strange for mindless monsters to live in this way. This observation hints that the creatures are more than just random monsters that have taken over the village.

Hazard: Toxic Fumes. Creatures spending more than 1 minute breathing the fumes in this chamber must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour.

Trinkets. Some mutated villagers have collected objects from their former lives and hoard them on the beds. When a character searches a bed for the first time, they find a letter, signed by Cerwyn Raolet, and addressed to Gareth Mordon recommending him to the mages guild of a foreign country. For each of the other beds, roll a d10 and consult the Village Trinkets table to determine what they find (reroll any duplicates).

Village Trinkets - Table

D10	TRINKET
1	A dirt-covered cloth doll wearing a dress and missing a button eye.
2	A book of elven poetry that has been waterlogged and is unreadable.
3	A wooden toy horse that appears to have been chewed on by an animal.
4	A baby's bonnet and a broken wooden rattle.
5	Half of an old fishing rod.
6	A brass wedding ring engraved with the words 'Ericka and Vincent, till death do us part'.
7	A hunk of jagged blue glass wrapped in silver wire on a broken leather strap.
8	A silver coin that has been rubbed entirely smooth on both sides.
9	A broken gold pocket watch (1 gp).
10	An expertly carved ivory chess piece of a knight (1 sp).

PART TWO: FORTRESS RUINS

These old ruins were once a military outpost, abandoned after a fire tore through the building decades ago during the First War. The mage Cerwyn Raolet has been camped here for the past few weeks, fending off the creatures from Jägerweiler and hiding from the Obitus Scholare assassins looking to silence him forever. He is currently engrossed in studying one of the corrupted creatures he captured in an arcane cage (see area 6).

Traveling to the Ruins

The characters can travel to the ruins overland or via boats they procure from Jägerweiler. The map found in the Vulgar Temple is detailed enough to guide them along either route. If they choose to travel by land, it will take them three hours by foot. For each hour of travel, roll a d6 and consult the Random Encounters table below to determine what they run into along the way. If the party chooses to sail, the trip takes one hour and is uneventful. Once the characters reach the ruins, they arrive at the Landing (area 1) on Map V.2. Fortress Ruins.

Map V.2. Fortress

The Mad Mage

Cerwyn Raolet (LE human mage) is an older man in his late sixties with tight leather skin covered in liver spots. His body has been mutated and twisted into unnatural angles from exposure to the eldritch powers mingling with his blood. A bitter and curmudgeonly person who prefers the company of books over people, Cerwyn was a recluse who specialized in combining alchemy with the arcane. The Obitus Scholare sought him out for this expertise, and used him to flood Jägerweiler with alchemical acid to kill their failed experiments and witnesses. Afterward, they attempted to kill the angry mage, but he managed to escape. He's now hiding in these ruins and plotting revenge against those who tricked and wronged him. The mad mage lacks empathy towards life and sees what he did to Jägerweiler Village as nothing more than experimentation in the name of progress. He has no qualms about murder if it furthers his research.

Random Encounters - TABLE

D6	ENCOUNTER
1	The **Veiled Hunter** (page XX) uses his Rootprison ability to ambush the party, without revealing himself, before fleeing. A **skulking shade** page XX) then attacks.
2	A **revenant bear** (page XX) roars out of the misty forest, straight for the party.
3	The mist grows thick, and shadows of horrific monstrosities are seen walking just out of reach around the party. The party loses an hour of travel, and each creature must succeed on a DC 16 Wisdom saving throw or gain a short-term madness effect (see "Steinhardt's Madness System," page XX).
4	Four **screechwings** (page XX) fly from out of the tree tops and attack the party. They each flee when reduced to fifty percent of their total hit points.
5	Three corrupted **dryads** step from the trees and scream their rage at the party, attacking them on sight. They are covered in open sores, lesions, and leaking pustules, as if diseased. They are immune to acid damage, and their melee weapon attacks deal an additional 3 (1d6) necrotic damage.
6	The hour passes without physical assault, but each character must succeed on a DC 15 Intelligence saving throw or suffer visions of melted corpses lining the path and hanging from tree branches. A failure results in gaining 1 point of exhaustion. Attempts to touch the remains result in them dissolving into smoke or exploding into a swarm of buzzing insects that dissipate into the forest.

GENERAL FEATURES

These general features are prominent throughout the fortress ruins unless otherwise noted in the area descriptions.

Ceilings, Floors, and Walls. The old fortress was burned to the ground decades ago, and only crumbling stone walls, and a few wooden platforms exist.

Lights. The full moon fills the area with dim light.

Toxic Waters. The flooding of Jägerweiler also reached these ruins, infecting them with the same toxic red algae (see "Toxic Waters" sidebar, page XX).

Keyed Locations

The following descriptions correspond to the keyed locations on Map V.2. Fortress Ruins.

1. Landing

Once the characters arrive at the ruins, read aloud the following:

> *You arrive just outside what appears to be a long-abandoned military fort, with a large collapsed building to the north and a smaller ruined tower to the south. Rivers run through the crumbling walls with a thick layer of crimson algae that makes the water appear as flowing blood. A massive tree lies just ahead, covered in thick red pustules glistening in the moonlight.*

2. Corrupted Tree

The alchemical waste Cerwyn carelessly dumps into the waters has corrupted this tree. It is sturdy enough to walk over with a successful DC 13 Dexterity (Acrobatics) check to avoid slipping into the toxic water below.

Encounter: Crimson Ooze. When a living creature comes within 5 feet of the tree, the red pustules form into two **crimson oozes** (they use **black pudding** statistics, and the Split reaction is additionally triggered by taking poison or necrotic damage).

Treasure. The remnants of the crimson oozes can be harvested and sold to an alchemist for 100 gp or traded for a *potion of resistance* of any damage type.

3. Feeding Grounds

> *The sounds of snarling and crunching bones echo loudly off the walls of what must have been the fortress' main hall. In the center of the room are two grotesque bear-like creatures fighting each other over a bloody elk carcass. In one corner of the room is a wooden platform with a pair of newer-looking barrels tucked along one wall.*

Cerwyn uses this area to dump animal carcasses to appease any mutated creatures that might stumble into the area. His magic blocks their senses, and they either kill each other or are appeased with his offerings enough to leave after the feast.

Encounter: Barely Enough. The two **revenant bears** (see Appendix) are too busy tearing into their meal and intimidating each other to notice the characters arrive unless they are being especially noisy. They fight to the death to protect their meal.

Barrels. The two barrels on the platform originally contained supplies that Cerwyn brought with him, but they now hold alchemical waste he has yet to dump into the water. If a creature opens the lid to a barrel, it is hit by the fumes and must make a DC 15 Constitution saving throw, taking 14 (4d6) acid damage on a failed save or half as much damage on a successful one. Touching the waste directly results in an automatic failure on the save. Each barrel weighs 50 pounds, and can be sold to an alchemist for 200 gp each or exchanged for six vials of acid.

Nele Diel

4. Broken Bridge

Someone attempted to rebuild a washed-out bridge here from scrap parts. The toxic waters are 4 feet deep along this section of the river, and the areas with broken bridge pieces are considered difficult terrain.

4a. Escape Boats

These boats are in excellent condition, and a quick search of one reveals it is packed with a week's worth of rations, water, and supplies in watertight packs.

5. Pitfall

Characters walking through this area who succeed on a **DC 17 Wisdom (Perception) check** notice there is a slight, 30-foot-wide circular depression in the exact center of this room. Applying 400 pounds or more to the depressed area triggers a large pitfall trap, dumping any creature standing on top into a 20-foot-deep pit, where they fall onto a multitude of bones from previous victims. The trapdoor resets by itself after 1 minute. Triggering the trap alerts Cerwyn in area 7 to the party's presence; he casts *mage armor* on himself in preparation.

6. The Cage

If the characters enter this room before Cerwyn releases his prisoner, read aloud the following:

> *Barrels and crates are stacked around the mostly intact walls of this chamber. In the center stands a monstrous humanoid creature with four green eyes, curving horns, and a maw full of razor-sharp fangs. It stands unmoving in an arcane circle of glowing runes that crackle with lightning, illuminating a barely perceptible energy cage.*

Encounter: The Silent King. Cerwyn captured a **wisp liege** (see Appendix, see page XX), and is studying the effects of eldritch blood and the creature's tolerance to his alchemical concoctions. An arcane circle empowers an energy field similar to a *forcecage* spell that Cerwyn can deactivate with a verbal command. If the wisp liege is released, it instantly rampages towards the creature closest to it, intent on killing everything in sight. If the wisp liege is released before the characters meet Cerwyn, he casts *mage armor* on himself, observes the fight from a distance, and taunts them, as per The Angry Mage encounter (see area 7).

Supplies. There is a month's worth of food rations and water tucked into the crates and barrels in this room. There are also enough arcane components to build two component pouches.

7. Mage's Tower

> *The air in this crumbling tower is filled with more scents than a spice market in the summer. These smells waft over from a table filled with beakers of various colors cooking above small flames. Open crates are scattered haphazardly around the room, and a set of stairs lead to a large wooden platform that exits through the southeastern corner of the tower. A disfigured humanoid wearing a filthy green robe steps out of the shadows on the balcony above and sneers down at you. His eyes gleam with madness, and his leathery skin pulls tight to his skull with a rictus grin. "Think you've caught me, do you!? I hope you enjoyed what those damn priests paid you because you'll not leave here alive!"*

Encounter: The Angry Mage. If Cerwyn (**mage**) was alerted to the party's presence by triggering the trap in area 5 or by making a commotion, such as releasing the wisp liege in area 6, he is alert and has cast *mage armor* on himself. He believes the party is a group of assassins sent by Obitus Scholare to kill him. If the **wisp liege** (see Appendix) in area 6 has not been released, Cerwyn ends the imprisonment spell, and the creature roars into battle. The mad mage cackles and taunts the characters as the wisp liege does the brunt of the work, preserving his spells for tactical support and defense, only attacking when needed. Characters can convince Cerwyn they're not assassins with a successful DC 19 Charisma (Persuasion) check. This check can be made with advantage if Bram the Acolyte (see "Bram the Acolyte" sidebar, page XX) is with the party and vouches for them. If successful, Cerwyn uses an action to reactivate his imprisonment spell on the wisp liege if it's still alive, instantly teleporting it back into the arcane circle in area 6. Otherwise, Cerwyn flees towards his boat (area 4a) once the wisp liege is killed, or if he is reduced to half his hit points or fewer. If he reaches his escape boat, he quickly casts off and heads down the river at a rate of 60 feet per round.

Treasure. Cerwyn has a palm-sized wooden chest in his possession that he will not part with aside from his death, as it is linked to a *secret chest* spell that holds all his wealth. The chest has 30 days remaining before it expires. Inside are 1,000 gp, a deed to a small house in Luyarnha's Waterfront District, a journal with incriminating evidence against Cerwyn for the acid flood (he cataloged the effects of the acid on flesh and the process in a clinical, scientific manner), and a spellbook containing all the spells he has prepared as a **mage**. There are two *potions of resistance (acid)* on the alchemy table, along with a map and journal detailing the same information outlined in the "Talking with Cerwyn" section below. The journal also includes highly detailed torture methods that Cerwyn wished to enact on the Obitus Scholare.

Development. If Cerwyn is killed at any point, the arcane circle in area 6 loses all power, releasing the wisp liege if it is imprisoned.

Talking with Cerwyn

If the characters convince Cerwyn (see "The Mad Mage" section, page XX) to speak with them, he is more than willing to share what he knows about the Obitus Scholare and their plot. Still, he refuses to admit his role in the acid flood as anything beyond "an advisor" unless confronted directly with a successful DC 20 Charisma (Intimidation) check. He freely shares the following information:

- The Obitus Scholare is a sect of the Radiant Church that secretly experiments with strange rituals to augment hunters. He doesn't know any of their actual names or faces.

- Decades ago, they experimented with the villagers of Jägerweiler, and something went wrong.

- They sent a flood of acid to wipe away all traces, but when it failed, they fled and disappeared.

- He has a map leading to a hidden cave in the forest where the sect was working with something sinister, though he never returned to check it.

Cerwyn can be convinced to give the party the two *potions of resistance (acid)* from the alchemy table with a successful DC 15 Charisma (Persuasion) check. He otherwise gives the party the map with the cave's location, packs up his belongings, and leaves via his escape boat (area 4a). If the characters follow the map to the hidden cave, proceed to "Part Three: The Eldritch Temple."

Map V.3. Eldritch Temple

PART THREE: THE ELDRITCH TEMPLE

Sometime during the First War, an acolyte of the Radiant Church was drawn to a secret location deep in the forest. Whispers in her mind and dream-like visions guided her to the ruins of an ancient temple. Within, she noticed strange carvings and sigils she did not understand. The acolyte followed the instructions and found the remains of what she believed to be a god-like entity and a path to a new power. The acolyte brought her findings to the leadership of the Obitus Scholare in secret, and was praised for her discovery. Instructed with the mission to find ways to augment warriors, this branch of the Radiant Church had carte blanche to fulfill this objective in whatever way they see fit—a bid made to survive the onslaught of the First War. Operating in the shadows and hungry for ways to ascend to higher being, the Obitus Scholare seized this opportunity and began to harvest the corpse of the entity. Their experimenting unlocked the power within the flesh and blood, creating powerful hunters—until it all fell apart when the subjects were driven insane. When the failed experiments' exposure forced them to flee, the Obitus Scholare harvested as much of the eldritch corpse as possible before Cerwyn used the remainder to power his acid flood. Although the cave is now empty, echoes of madness still reverberate throughout the temple grounds.

The Veiled Hunter has tracked the party throughout their journey, hoping they would lead him to the source of the Obitus Scholare's power. He is waiting in the forest to take the characters by surprise once they tire themselves out fighting near the cave entrance within the temple.

Traveling to the Cave

The characters can travel to the cave marked on Cerwyn's map by land or via boat from the fortress ruins. Either route takes one hour, and other than the effects of madness that may still be plaguing the characters, the short trip is uneventful. Once the party reaches the location, they arrive at the southern bridge, marked as location 1 on Map V.3. Eldritch Temple.

GENERAL FEATURES

These general features are prominent throughout the ruined eldritch temple unless otherwise noted in the area descriptions.

Void Moon. The area is affected heavily by the Vacuous Moon (see Appendix, see page XX), which appears as a black hole in the sky rimmed with an ethereal glow that drains all the light in the area. Whenever a Wisdom saving throw is made against a short-term madness effect while in this location, the check is made with disadvantage.

Toxic Waters. The flooding of Jägerweiler started from this temple, where the red algae started spreading soon afterward (see "Toxic Waters" sidebar, page XX).

Running this Location

This location is designed to be run in three distinct combat phases, referenced below as waves. Each wave starts 1 minute after the end of the previous wave or once the characters reach specific locations, as marked on Map V.3. Eldritch Temple.

Regional Effects

Eldritch magic has infused this location to the point that it has altered the surrounding area and created the following effects:

- ***Corrupting Darkness.*** Shadows in this location seem to absorb light. Creatures with darkvision have their range decreased by half. Additionally, all light source ranges are reduced by half while within this area.
- ***Existential Dread.*** An unshakable feeling of dread permeates this location. All creatures suffer disadvantage on saving throws made to maintain concentration while in this area.
- ***The Edge of Madness.*** The veil between the Material Plane and a Nightmare Realm has become thin in this location, and echoes reverberate to those in tune. The total number of madness effects a creature suffers reduces its Proficiency Bonus by the same amount (this penalty can't reduce its Proficiency Bonus below +0).

THE TEMPLE GROUNDS

Once the characters arrive at the temple grounds, read aloud the following:

> *The winding, blood-colored river leads through the dark forest. With each passing moment, the surrounding vegetation appears more sickly and diseased until you reach a wide clearing. The moon above is a black hole sucking all the light into it, and the shadows it casts stretch further and grow darker here. The crumbling remains of ancient towers and walls are wrapped in thick vegetation, each stone carved with strange sigils. At the far end of the clearing is a large pool of water covered in dense red algae that flows from a jagged cave mouth.*

Wave 1: Blood Bears

This wave is triggered once the characters reach either of the temple structures marked as 2 on Map V.3. Eldritch Temple. Two **revenant bears** (see Appendix, see page XX) have been eating the red algae, which has turned their fur crimson. They charge any creatures that come within 5 feet of either structure.

Temple Structures

Each ruin consists of cracked and crumbling granite blocks covered in thick, thorny vegetation. Clearing the vegetation reveals sigils etched into the stone, which a successful DC 17 Intelligence (Religion or Arcana) check recognizes as a representation of a Nightmare Realm. If the characters inspected the sigils in the hunter's hut in Jägerweiler village, this check is made with advantage. Creatures that fail their checks must succeed on a DC 16 Wisdom saving throw or gain a short-term madness effect (see "Steinhardt's Madness System," page XX).

Wave 2: Winged Nightmares

This wave is triggered once the characters reach the cave marked as 3 on Map V.3. Eldritch Temple. With a screech of rage, winged creatures fly out of the cave entrance to protect their lair. There is a **skulking shade** (see Appendix, see page XX), a **screechwing** (see Appendix, see page XX), and two **swarms of blood bats** (they use **swarm of bats** statistics and they regain hit points equal to the amount of damage their melee weapon attacks deal on a successful hit). The creatures, now mad from the temple's influence, fight to keep the party from entering the cave.

Inside the Cave

The cave and interior temple were collapsed by the Obitus Scholare shortly after the acid flooded Jägerweiler, and they moved their operation to another location within Luyarnha. A wall of heavy stones and rubble has filled the space, destroying every trace of their operation and leaving only a twenty-foot-deep empty cave behind. There is nothing of value or interest in this area.

Wave 3: The Veiled Hunter

This wave is triggered once the party has had a moment to explore this dead end of a collapsed cave. Read aloud the following to begin the third wave:

> *A chill wind picks up, and the hairs on the back of your neck prickle as a familiar raspy cackle drifts in from the cave entrance. Standing there is the shadowy figure of the creature from Jägerweiler Village, its antlered skull grinning as it peers at each of you. "Thank you for all your hard work in discovering this place. Now... hand over everything you've found and your deaths will be swift. You will not stand in the way of my vengeance!" As the creature raises a claw out towards you, a stream of blood-covered bats begins to screech and swirl around him, blocking all escape from the cave.*

Ryan Bittner

The **Veiled Hunter** (page XX) has tracked the party to this spot and confronts them for the final time. Two **blood screechwings** (they use **screechwing** statistics (Page XX), only have 30 hit points and heal the Veiled Hunter for an amount equal to the amount of damage their melee weapon attacks deal on a successful hit) assist the hunter. He believes the characters have discovered the true secret of the Obitus Scholare's eldritch process and grows angry when it's made clear that everything was destroyed. He fights to the death, believing the characters are hiding what they discovered from him and is unwilling to let them leave.

Treasure. A leatherbound notebook with the Veiled Hunter's notes and musings can be looted from him after he is defeated. Much of it is written in code, and it takes 4 hours of intense study and two successful DC 17 Intelligence checks to break the code. In the notebook is a detailed account of the experiments done on the villagers and the subsequent cover-up attempt with the acid flood. A list of three names belonging to suspected members of the Obitus Scholare is encoded into the back of the Veiled Hunter's journal. A small leather pouch on the hunter's belt holds ten small diamonds (100 gp each), an unfinished wood carving of a toy soldier, a heart-shaped tin locket on a broken leather thong, and a vial filled with a purple and black sludge that smells of rotting meat and lavender. If a creature drinks the vial, roll a d6 on the table below to determine the effects.

D6	EFFECT
1	You gain one short-term madness effect (see "Steinhardt's Madness System," page XX).
2	You gain the effect of the *gaseous form* spell for 1 hour (no concentration required) or until you end the effect as a bonus action.
3	You take 10 (3d6) poison damage and must succeed on a DC 13 Constitution saving throw or be poisoned. While poisoned, you take 10 (3d6) poison damage at the start of each of your turns. You can repeat the saving throw at the end of each of your turns to end the poisoned condition.
4	You grow a pair of bat wings on your back for 1 hour or until you dismiss them as a bonus action. The wings give you a flying speed of 60 feet.
5	Every strand of hair falls off your body, they start regrowing after 24 hours.
6	Your Strength score changes to 23 for 1 hour.

CONCLUSION

With the defeat of the Veiled Hunter, the gathered creatures in and around Jägerweiler no longer have a leader to hold them together. They fall further into their bestial states, killing one another and scattering into the forests, leaving the village to become an empty shell. The characters' decisions throughout the adventure affect the different outcomes described below.

Returning to Luyarnha

Lieutenant Captain Adelle Roux allows the characters re-entry into Luyarnha if Bram the Acolyte survived to confirm their tale, or they return his body and display the Veiled Hunter's antlered skull as proof the village has been cleared of monsters. Otherwise, the characters must use more creative measures to re-enter the city without being seen.

The Obitus Scholare

A list of three names belonging to suspected members of the Obitus Scholare is encoded into the back of the Veiled Hunter's journal. Each of the names is known to high-ranking contacts in the Radiant Church. The three acolytes once served in the city's Asylum. They have been dispatched to other areas of the city lately due to the Scourge. Perhaps a visit is in order? If Cerwyn Raolet survived his encounter with the party, he might also be headed in that direction to enact his revenge.

Research Retrieval

If the characters return Lord Jasper Roth's research from Jägerweiler Village, he's more than happy to pay the 3,000 gp remainder of the promised reward. The philanthropist is pleased with the party's work and can become a good source of information and future adventures, as his wealth is invested in many places throughout the city and region. As one of the few Luyarnhian nobles with a shred of decency left, he has not yet succumbed to the evil notions of selfishness and lack of empathy that many of his peers suffer.

MAPS:

Click here to download all the maps

Maximiliano Moretto

ECHOES OF MADNESS

By TJ Phoenix and MonkeyDM

Echoes of Madness is a Fifth Edition adventure designed for **three to five characters of 11th to 12th level** and optimized for **four characters with an average party level (APL) of 12**. The original site of the Obitus Scholare's communion with their god turned into a horror-filled temple of abominations. The Church sealed their past away, but it was only a matter of time before others discovered the darkness lurking beneath Luyarnha. Now the eldritch creatures are making their way out into the world, and the religious group's dark past is laid bare.

This adventure takes place beneath the city of Luyarnha in Steinhardt's Guide to the Eldritch Hunt. It can be modified to fit any horror campaign with a secret religious sect that deals with eldritch beings.

> ***GM Note.*** *This adventure references powerful, ambiguous eldritch beings with motivations and methods that no one truly understands.*

BACKGROUND

When the first acolytes of the Obitus Scholare cried out to the heavens in search of answers, a being of light came to them in their dreams. The being promised them answers to their prayers and beckoned them deep underground to a place of power. As they struggled through the darkness, the acolytes found a being of pure light and fell to their knees to bask in its splendor. They built their temple secretly, learning from the "Radiant One" and establishing a church in his name. They did not know that this being was not their god—he was the God-Shaped Hole, a powerful eldritch entity pretending to be their dead deity.

The God-Shaped Hole lured the acolytes to a place where the veil between worlds was thin, and he could reach across to influence this world away from the prying eyes of the other Great Ones. He decided to test the acolytes' resolve through trials of blood and pain. When they begged him for salvation from the Southern armies, the "Radiant One" sent even more creatures to them in trials by combat.

The acolytes discovered they could enhance themselves with serums made from these creatures' cerebral fluids, giving birth to the superhuman monster hunters known as Jaegers. With this power, the church grew in strength and numbers, coming to dominate the First War. But the eldritch gods soon took notice and corrupted those that bore eldritch power in their veins, transforming them into twisted creatures cursed with madness.

And so the Obitus Scholare cried out to their god once more for answers. The God-Shaped Hole responded with yet more blood and darkness. Before their eyes, he took their leader with his power, twisting his body and tearing it apart to form His word carved into the temple floor. He taught the acolytes to inscribe these Eldritch Carvings into their flesh to grant them new powers. He left the leader in the temple stones, where he continues to suffer eternal agony.

The newly carved members of the Obitus Scholare fought back against the scourge of monsters as they hid that their hubris created them. Soon after, the God-Shaped Hole disappeared, and the church was left in darkness once more. New eldritch creatures, born of twisted flesh and dark experiments, emerged in the underground temple.

Without the guidance of their "god" and fearing the influx of monsters escaping into the world, the Obitus Scholare sealed the first temple—now called the Templum Praeteritum—to hide their dark past. Years passed, but the creatures remained, and what was once sealed has been uncovered again. An ocean of madness threatens to drown the world as echoes of the past scream into the present.

ADVENTURE SUMMARY

The characters enter the Templum Praeteritum, either with purpose or on accident, and discover a dark pit of despair. They find remnants and clues about the Obitus Scholare's past as they roam the sulfur-filled halls. Percival, an arcane scientist from the Scions, a newer faction within Luyarnha, wants help restoring constructs gone wild, but that's the least of the party's concerns. As they fight against the increasing madness and abominations in the underground temple, they learn the secrets of the branch of the Radiant Church and the history of their powers. In the end, they face an eldritch dragon that guards the gates to the heart of the church itself.

Adventure Hooks

Here are a few ways to introduce your characters to exploring the Templum Praeteritum:

Down the Rabbit Hole

The party is just finishing a long and hard-fought battle in the city of Luyarnha when their luck runs out. An earthquake rolls through the very spot they are standing, and the ground splits open to swallow them whole. They tumble deep into the earth, landing in a heap in a cavern with no way back to the surface. The only way to escape is to seek further into the whispering darkness.

A River Runs Through

The river running through Luyarnha has provided a stable water source for its residents since its founding. Since the quarantine stopped trading vessels from accessing the docks, it's become more common to see bodies instead of ships floating downstream. Reports have started circulating of creatures emerging from a new sinkhole that appeared near the riverbank, and local guards sent to investigate have vanished into its depths. Residents call for someone to end whatever horrors lie within before it's too late.

Bones of the Scions

The Scions are arcane scientists on the cutting edge of fusing arcane and machine. Their experiments have led to the creation of constructs and devices used to combat the cursed monsters, leading to the birth of Manikins. Constantly searching for new material for their designs, they stumbled upon an entrance to the Templum Praeteritum and the secrets hidden within its dark chambers. An excavation site has been erected, but the mechanical custodians sent into the darkness did not return. The Scions require experts to explore the depths in exchange, and they've reached out to the party with an offer of a tidy sum of gold.

RUNNING THE ADVENTURE

The party starts in different locations in the temple, depending on how they kick things off. The following introductions use the hooks provided above.

The Rabbit Hole. The characters start the adventure in the Collapsed Chamber (see area 6, page XX). Read aloud the following and then proceed to the location.

> *Victorious from the hard-fought battle, you take a deep breath, feeling the weight of exhaustion lifted from your shoulders. But before you can fully relax, the ground begins to shake. The earth trembles, rattling your bones and causing the nearby structures to quiver. The ground beneath you collapses completely, and you're falling, tumbling into the unknown depths of the earth.*
>
> *But, by some stroke of luck, you're unharmed as you hit the bottom and roll across a rocky surface. You're disheveled and dazed but alive. The air around you is thick with the acrid smell of sulfur, burning your eyes and making it hard to breathe. It feels like you're deep underground, in the depths of the earth. The ground is littered with bones, and as the dust settles, you see there is no going back the way you arrived.*

The River. The characters start the adventure in the Sinkhole Entrance (see area 1, page XX). Read aloud the following and then proceed to the location.

> *As you trudge through the riverbank mud for hours, your eyes catch a small hole in the ground. It's barely big enough for a single person to fit through, but it's surrounded by a gruesome scene: the earth is slick with blood, and scraps of flesh are scattered around it. The stench of death is overwhelming, and it seems like the source of it is coming from the hole.*

Nele Diel

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PATREON | CZEPEKU

> *As you stand near the pit, you feel the ground below you suddenly give way, and you fall into the darkness. The cavity collapses into a sinkhole, and you tumble into an underground cavern as the tunnel seals itself off completely, trapping you deep underground.*

The Scions. The characters start the adventure in the Excavated Altar (see area 8, page XX). Read aloud the following and then proceed to the location.

> *After answering a local faction of arcane engineers' request for experienced adventurers, you meet with a station director of the Scions. The eclectic group is known for creating mechanical Manikins, multiple firearms, and other inventions.*
>
> *The director is an older man named Marcus with liver-spotted hands permanently stained with machine oil and other substances, and one of his arms appears to be completely mechanical. In contrast, his gray and black robes are spotless and neatly pressed. "The task is simple," he says. "Clear out the cavern ruins of the monstrous threats so that we may explore the ruins below. 1000 gold reward for each of you if you succeed." He nods to a thick iron door guarded by a group of constructs. "Behind that door you'll meet one of our junior engineers who will explain things further. Good luck!"*
>
> *He waits until you're ready to enter the tunnel before closing the door firmly behind you with an ominous bang.*

TEMPLUM PRAETERITUM

The Templum Praeteritum—Temple of the Past—is a winding underground cavern infused with eldritch essence. To this day, the founders of the Obitus Scholare do not know who they were dealing with when they tried to build this temple for their god. The remnants of their attempts to construct a holy site lay scattered throughout the temple amongst the bones of victims dragged here by the creatures trapped underground.

The bones of an unknown giant are lodged within the cavern's walls and absorb light, creating an impenetrable darkness. Nightmarish abominations—twisted remnants of fallen priests and those who foolishly stumbled their way here—roam the halls in search of blood and fresh victims. The stench of death fills the air along with the sulfurous fumes of tainted hot springs.

Scion Custodians

The former main entrance to the temple was discovered by the arcane scientists known as the Scions. They attempted to clear the creatures inside using their **blue flame custodians** (see Appendix for statistics), but they failed. The custodians were ill-suited to this task, as their fleshy parts fell under the eldritch influences within the temple. The characters can attempt to convince the Scion Percival Stanway (see area 8) to lend them a custodian to assist in their exploration; those they come across in the depths have otherwise already gone feral.

Cursed Bones

The ancient bones infused into the walls have been soaked in the eldritch essence. A non-construct creature touching the bones must make a DC 15 Wisdom saving throw as it is bombarded with a litany of horrific mental images, taking 14 (4d6) psychic damage on a failed save, or half as much damage on a successful one.

Unholy Darkness

An unnatural darkness fills the temple, reducing the ranges of normal and magical lights by half. The range of darkvision is reduced in half and cannot pierce dim light.

Tainted Pools

Sulfuric hot springs are prevalent throughout the cavern, as noted on the provided map (the red goo). A creature entering or starting its turn in the waters must succeed on a DC 13 Constitution saving throw due to the boiling water, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. Additionally, the creature must succeed on a DC 15 Wisdom saving throw or suffer a short-term madness effect (see the "Steinhardt's Madness System" chapter in *Steinhardt's Guide to the Eldritch Hunt*).

Random Events

For every 30 minutes the party spends exploring the temple, roll a d20, and on a roll of 18 or higher, roll on the Random Chaos Events table. Use this to determine a random event or choose one that you feel would best work in the party's location. Have these events occur between combat to have the most impact and encourage the party not to sit still too long.

Random Chaos Events table

D6	EVENT
1	The characters hear ghostly whispering from the darkness from a group of **1d4+1 geists** of victims killed in the cavern. The geists are hostile and will attack the party if they are not placated with a successful DC 15 Charisma (Persuasion) check.
2	Geometric patterns and shapes seem to ebb and flow in silvery lines across the surface of the walls. Creatures feel drawn to them, and attempts to read them must succeed on a DC 15 Wisdom saving throw or gain a short-term madness effect (see the "Steinhardt's Madness System" chapter in Steinhardt's Guide to the Eldritch Hunt). The patterns disappear after 1 minute.
3	The characters see **1d4+1 gargoyle** statues etched into niches in the room's upper walls. The statues are hostile and attack the party, but a DC 15 Intelligence (Religion) check reveals that they can be instantly deactivated by reciting an ancient prayer inscribed on one of the statues.
4	The sound of a child weeping can be heard from the next room. The sound continues to come from a distance, no matter which direction the characters move. The sound lasts 30 minutes before it ends with a choked-off scream of terror.
5	The cave floor gives way beneath a random character, and they must succeed on a DC 15 Dexterity saving throw or fall 20 feet down into a pit filled with **1d4+1 giant centipedes**. The centipedes are hostile and attack the party.
6	A wave of eldritch energy washes over the party, and each character must make a DC 15 Constitution saving throw. On a failed save, the character's mouth begins to melt and flow into a solid piece of smooth flesh (or metal), and they cannot speak. This effect lasts for 10 minutes or until removed by a 'remove curse' spell or similar effect.

GENERAL FEATURES

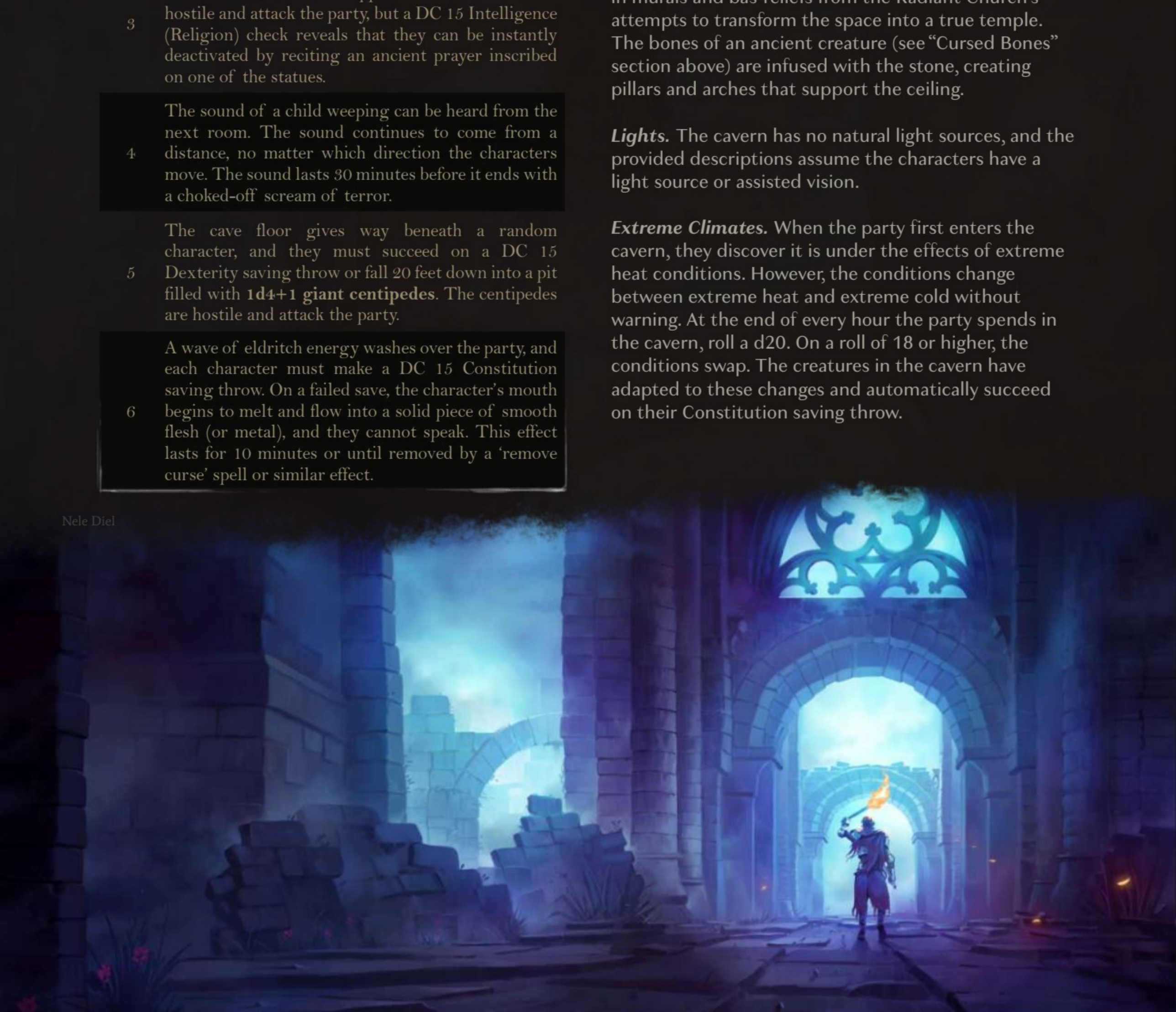
These general features are prominent throughout Templum Praeteritum unless otherwise noted in the area descriptions.

Ceilings and Floors. The cavern ceilings range from 10 to 15 feet high, except areas 8 and 12, where they reach 30 feet high. The connecting passages are 8 feet high. Stalactites hang from above like the fangs of a great beast, and the sound of water dripping off them echoes in the darkness. Due to seismic activity, the cavern floors are rough and uneven in most places. Scattered rubble makes it difficult to run through most spaces without falling.

Walls. The cavern's walls are a rough black stone that looks wet and feels oily to the touch. Most are covered in murals and bas-reliefs from the Radiant Church's attempts to transform the space into a true temple. The bones of an ancient creature (see "Cursed Bones" section above) are infused with the stone, creating pillars and arches that support the ceiling.

Lights. The cavern has no natural light sources, and the provided descriptions assume the characters have a light source or assisted vision.

Extreme Climates. When the party first enters the cavern, they discover it is under the effects of extreme heat conditions. However, the conditions change between extreme heat and extreme cold without warning. At the end of every hour the party spends in the cavern, roll a d20. On a roll of 18 or higher, the conditions swap. The creatures in the cavern have adapted to these changes and automatically succeed on their Constitution saving throw.



Nele Diel

While extremely hot, the temperature is at or above 100 degrees Fahrenheit (40 degrees Celsius), and a creature exposed to the heat and without access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour.

While extremely cold, the temperature is at or below 0 degrees Fahrenheit (-20 degrees Celsius), and a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with immunity or resistance to cold damage, wearing cold-weather gear, or adapted to cold climates automatically succeed in their saving throw.

Keyed Locations

The following descriptions correspond to the keyed locations on the provided map of the Templum Praeteritum.

1. River Entrance

This location connects to a collapsed sinkhole (see "The River" section, page XX) that can lead to the riverbanks inside the city of Luyarnha or another location at the GM's discretion. Read aloud the following when the characters first approach this area:

> *This cave is filled with the stench of sulfur and the sound of bubbling water. In one corner is a pool of shimmering red water, which seems to be glowing from within. You can feel the heat emanating from the pool and hear the faint sound of sizzling like something is cooking below the surface.*
>
> *A broken statue of an angel is carved into the northern wall, its wings smashed and its face twisted in a scream. Crimson tears stream down its face, hissing as they hit the waters below.*

If the party starts the adventure in this location, characters with a passive Wisdom (Perception) score of 14 or higher can hear the reviled hounds in area 2 snapping and snarling as they eat.

Trap: Weeping Angel. The statue (marked with an X on the provided map) is weeping tears of acid that spray in a 10-foot cone when a creature moves within 5 feet of it. Creatures in the affected area must make a DC 15 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

2. Kennel

> *Corpses are scattered everywhere, piled against the walls and strewn about the cave floor. The remains are in various states of decay, some nothing more than skeletons, while others are fresh kills, their blood still wet and sticky.*
>
> *You hear a low growling and the sound of flesh being ripped apart, and you see a pack of dog-like creatures covered in gore, feasting on the corpses. The creatures are huge and twisted, their fur matted and filthy, and their eyes glow with an otherworldly light. They're so focused on their meal that they don't notice you!*

This chamber is filled with the bodies of victims pulled through the collapsed sinkhole in area 1.

Encounter: Reviled Pack. Three **reviled hounds** (see Appendix) are feasting on the remains of locals they brought here. The hounds focus on taking down single targets together, using Tentacles and Eldritch Tethers to grapple and lock down spell casters.

Treasure. A character spending 10 minutes searching the remains uncovers the following:

- A small satchel filled with 35 gp and 100 sp, along with a sheaf of papers that have been too damaged by blood to read.
- A silver locket (5 gp) with a family portrait inside.
- A bloodstained canvas pouch filled with 30 sp and a collection of a dozen withered human fingers strung into a necklace.
- A leatherbound journal, written by hand by Margot Theriot, with entries that give a glimpse into her daily life, struggles, hopes, and fears.

Roman Kuzmin

3. Legacy of Pain

A half-ruined bas-relief sits crumbling along the easternmost wall. The carvings show priests bowing before a great being of light and then receiving scars on their bodies, ascending to the heavens as if they became angels.

The rubble on the floor crunches beneath your feet as you move deeper into the cave, and you spot on the westernmost wall some inscriptions that depict more of the story of the priests and the great being. It tells of a time of peace and prosperity, where the priests would lead the people in worshiping the light, and they would receive blessings in the form of powers to protect their land.

A character proficient in Religion or who succeeds on a DC 18 Intelligence (Religion) check recognizes the scenes as the origin story of the Obitus Scholare's initial meeting with the "Radiant One". The scenes depicting the scars on the priests are new and previously unknown.

Treasure. A character with a passive Wisdom (Perception) score of 15 or higher or who succeeds on a DC 15 Wisdom (Perception) check while searching the area finds a *heart of darkness* (see "Heart of Darkness" sidebar, page XX) sitting in a niche in the wall. This crystallized heart can be eaten directly or used in the ceremony for the Mind Well (area 11) or the Heart Well (area 7).

4. The Stage

As you move deeper into the cave, you notice the smell of decay mixed with the metallic scent of blood. The cave floor is slick with it and other unidentifiable fluids. The overwhelming stench makes breathing difficult, but it's not as bad as the feeling of being watched.

A dozen skeletons hang suspended from chains in a ring around the cave walls. They are dressed in ragged priest garments, and all face towards a rune-etched brazier in the center of the cave. Muttered whispers echo from the darkness within their yellowed skulls, but you can't make out what they're saying.

This chamber was used to safely restrain priests while they underwent the ceremony to receive their eldritch carvings (see "Eldritch Carvings" chapter in *Steinhardt's Guide to the Eldritch Hunt*). The last ceremony was interrupted by a monster who slaughtered both the carvers and the carved, leaving their skeletons in a state of cursed limbo.

Hazard: Whispered Warnings. A creature that spends more than 10 minutes in this area must succeed on a DC 15 Wisdom saving throw or gain a short-term madness as the skeletons' whispers invade its mind. A creature already living in the temple automatically succeeds on this saving throw. Affected creatures suffer disadvantage on Perception checks that rely on hearing as they hear constant whispered warnings to run and hide in their mind.

Trap: Soul Brazier. A creature with proficiency in Arcana or who succeeds on a DC 17 Intelligence (Arcana) check can read the runes emblazoned on the brazier that read, "Light the path for the Radiant One and bask in His Glory." Lighting the brazier results in an instant bonfire of purple flame as the runes flare with eldritch light. Each skeleton glows with ethereal energy as its screaming soul is pulled into the fire to be consumed by chaos. Creatures within 20 feet of the brazier must make a DC 15 Wisdom saving throw, taking 28 (8d6) psychic damage on a failed save, or half as much damage on a successful one. The screaming alerts the dreadcrows in area 5 to the party's presence, and they screech in response as they rush toward the cave.

5. The Bonefield

This crumbling cave is supported solely by massive ancient bones (see Cursed Bones, page XX) arching across the ceiling. A large, tainted hot spring covers the western portion of the room, with a scorched rock jutting from its center. A skeleton wrapped in a leather cloak rests atop the rock and clutches a gem-studded longsword. The longsword is worthless, and the gems are cheap glass imitations.

Encounter: Watchers Above. A pair of **dreadcrows** (see Appendix) are hiding in the shadows of the ceiling and enjoying the ambient heat of the hot spring. If not already alerted to the party's presence by the soul brazier in area 4, they attempt to ambush the party from above using their fear-inducing abilities.

Bone Carvings. A character inspecting the ancient bones finds worn etchings, and if they succeed on a DC 15 Intelligence (History) check, they discern a priest carved them over a decade ago. The ramblings speak of fear and terror of the skittering darkness and ask the "Radiant One" to save them all from the nightmares. They also tell of a ceremony that can be performed in the "Pools beneath the Watchers" after consuming a "Heart of Darkness." The etchings refer to the ceremonies that can be performed in the Mind Well (area 11) and Heart Well (area 7).

6. Collapsed Chamber

This location is the site of a collapsed sinkhole that can be used as the party's entry point into the temple (see "The Rabbit Hole" section, page XX). When the characters explore this area for the first time, read aloud or paraphrase the following:

> *Rubble and debris litter the ground of this small cave, the evidence of a recent cave-in sitting underneath an ancient arch made of bone. A shattered altar holding a small brazier covered in bloodstains and runic carvings sits near the southern wall. The smell of blood and death is thick in the air.*

Sacrificial Altar. A creature touching the altar has its mind filled with the screams and pleas of those once sacrificed here. The creature must succeed on a DC 13 Wisdom saving throw or take 5 (1d10) psychic damage and be affected by a short-term madness effect (see the "Steinhardt's Madness System" chapter in *Steinhardt's Guide to the Eldritch Hunt*).

6a. Desiccated Priest

Tucked against the wall is the desiccated corpse of a priest named Rakhum of the Obitus Scholare, who died of natural causes. His body can be found with a casual search of the area and a successful DC 12 Wisdom (Perception) check. Around his finger is a *ring of psychic resistance*. Around the priest's neck is a golden Radiant Church holy symbol (5 gp) that is enchanted to vibrate when near the keys hidden in the Mind Well (area 11) and the Heart Well (area 7). The priest was in charge of the keys and enchanted his holy symbol to act as a fail-safe in case they were lost. A leatherbound journal in his belt pouch explains this information in one of the few readable passages.

7. Heart Well

Gravity is doubled in this location, causing the following effects:

- The area is considered difficult terrain.
- Strength and Constitution checks and saving throws are made with disadvantage while in this room.

> *As you tread into this star-shaped sanctuary, you are greeted by statues of celestial figures, each carved with impeccable craftsmanship and standing guard at each of the six points. At the center of the chamber, a pool of red water beckons, pulsating with an ethereal light that resembles a beating heart. The chamber is still, but echoes of ethereal hymns can be heard as if coming from beyond the statues, and the aroma of burning incense permeates the air, partially masking the ever-present scent of decay.*

This chamber was used in ceremonies to strengthen the body of acolytes and enhance their bodies to withstand the claws and fangs of the monsters they hunted. The well in the center of the room is fed by the underground tainted hot springs (see Tainted Pools, page xx). Creatures with a Passive Perception of 16 or higher will notice that the flickering glow of the pool seems to originate from something below the water.

Tempering Ceremony. A creature that immerses itself in the well after eating a *heart of darkness* (see sidebar, found in areas 3 and 9) for 18 consecutive seconds and survives the damage must succeed on a DC 20 Wisdom saving throw or gain a long-term madness (see the "*Steinhardt's Madness System*" chapter in Steinhardt's Guide to the Eldritch Hunt). In addition, at the end of the 18 seconds, eldritch tendrils erupt from the mouths of the surrounding statues to wrap around the creature in the pool. The creature then gains the '**body of the dark heart**'. This eldritch boon grants a +2 bonus to AC while not wearing armor, and the creature is vulnerable to psychic damage. This boon can't be removed by anything short of a *wish* spell.

Nele Diel

Treasure. A creature that puts its head under the water will see a black stone key with a ruby embedded in its handle at the bottom of the 20-foot-deep well. This key is one of two used to open the Door of Despair (area 10). The other lies at the bottom of the Mind Well (area 11).

Heart of Darkness - Sidebar

A heart of darkness is a humanoid heart that has crystallized and absorbed enough eldritch energy to become a physical manifestation of pure chaos. Inside the thin crystal exterior is a rotten, fleshy heart that still beats and pulses with heat. A creature with the heart in its possession must succeed on a DC 10 Wisdom saving throw at the end of each hour or be charmed by the heart for 1 minute. A creature charmed in this way has an insatiable desire to devour the heart of darkness.

If eaten during the tempering ceremonies in areas 7 and 11, the heart's energy strengthens the volunteer's mind or body (the boons are described in their respective areas). Otherwise, the heart of darkness grants a random permanent benefit and consequence if ingested. Nothing short of a wish spell can remove these effects. Roll a d4 on each of the following lists to determine what those are:

Benefits:

1. *The creature gains immunity to psychic damage, as the chaotic energy protects its mind from psychic attacks.*
2. *The creature gains the ability to teleport to an unoccupied space it can see within 15 feet of itself as a bonus action, as it has tapped into the power of chaos to bend space and time.*
3. *The creature can spend its hit dice as an action instead of at the end of a short rest, allowing it to heal more frequently and during combat.*
4. *The creature gains proficiency in Constitution saving throws, as its increased durability and resilience allow it to resist effects that would normally debilitate it completely. If the creature is already proficient, it gains a +2 bonus to Constitution saving throws.*

Consequences:

1. *The creature suffers disadvantage on Wisdom saving throws, as the constant hallucinations and visions cause it to mentally become weaker.*
2. *The creature becomes vulnerable to force damage, as the eldritch energy rejects arcane force, disrupting the body.*
3. *The creature gains a random temporary negative effect that changes at the end of each day, chosen by the GM, as the crystal heart's energy is unstable and causes unpredictable side effects.*
4. *The creature suffers disadvantage on ability checks involving Intelligence and Charisma as the eldritch energy dulls its cognitive faculties.*

Roman Kuzmin

8. Excavated Altar

This location is the entrance the Scions excavated and can be used as the party's entry point into the temple (see "The Scions" section, page XX). A Scion named Percival Stanway is repairing a custodian and can provide the party with limited information.

When the party enters this area for the first time, read aloud the following:

Twin spires of bone stretch across the bottom of a deep pit in this massive cavern. Every inch of ivory is etched with sigils and glyphs, some of which appear to flow and move of their own accord. A set of stairs leads down from a crumbling platform that dominates the western side of the chamber. Standing atop the platform is a young man wearing a military-style haircut and a long, leather trench coat. A pair of brass goggles dangle around his neck as he uses tools to work on the mechanical arm of a massive construct. With a grunt and twist of his tool, blue flames suddenly flare to life within the machine, and it screeches to life.

Hazard: Blinding Bones. The engraved ancient bones (see Cursed Bones, page xx) sit at the bottom of a 10-foot-deep pit. In addition to the usual effects, when a creature touches these bones, it must make a DC 15 Constitution saving throw. On a failed save, the creature takes 7 (2d6) necrotic damage and is cursed for 1 hour. A cursed creature is blinded, and the affliction can only be removed with a *remove curse* spell or similar effect. On a successful save, the creature takes half as much damage and is not blinded.

Percival Stanway is finishing repairs on a **blue-flame custodian** (see Appendix) and is surprised to see the party in the temple. If the Scions sent the characters here, he greets them warmly and answers any questions they might have. Otherwise, he treats them suspiciously at first, wondering how they got into the temple.

Percival knows the following useful information:

- The underground complex has an oppressive darkness that seems to absorb light.
- There are missing constructs, like the one he is working on, that need to be dismantled.
- Monsters roam in the shadows, and it is a good idea to keep an eye on the ceiling.
- The Scions don't know much about the temple, as they first sent their custodians in to clean out the monsters.

If the Scions didn't already hire the characters, Percival offers the party a sum of gold to hunt down and deactivate the missing custodian (see area 9). He wants the characters to "deactivate" them so he can bring them back under the Scions' control. In addition, clearing out the rest of the monsters in the temple would get the characters in the Scions' good graces and earn them an extra reward in the form of a Scionic weapon of their choice (page XX).

The characters can attempt to convince Percival to let them utilize the newly repaired blue-flame custodian with a successful DC 20 Charisma (Persuasion) check. However, this comes with its own set of problems (see the "Scion Custodians" section, page XX). Either way, Percival leaves through the Scion Entrance (area 8a) to wait for the characters' return.

Percival Stanway

*Percival (LN human **mage**) is an arcane scientist and has been with the Scions for three years. He is an expert in the magical and alchemical arts, focusing on studying arcane constructs. He is an accomplished inventor, instrumental in the advancements made on the blue-flame custodians. He is often seen experimenting with new spells and enchantments, as well as researching ancient texts in search of lost knowledge. While his research has yielded some impressive results, he rarely reveals his findings to the public, preferring to stay anonymous. He is not pleased to be here in the temple and only came because the custodians were disappearing.*

Personality Trait. *"I'm always tinkering with something new, even if I don't know what it is yet."*

Ideal. *"Knowledge is power, and I strive to uncover secrets that others have overlooked."*

Bond. *"I am devoted to my research and the Scions, and will do whatever it takes to help them succeed."*

Flaw. *"My curiosity often gets the better of me, leading me to take risks that may be too great."*

Quote. *"It's not enough to know something; you must understand it."*

Ryan Bittner

8a. Scion Entrance

The excavation into this area uncovered a small tunnel large enough for a Medium creature to enter easily. The Scions have closed this entrance with a magically sealed vault door that blocks magical teleportation.

The entrance leads to the heavily guarded basement of the Scions headquarters in Luyarnha. It's protected by **four blue-flame custodians** to ensure the creatures inside do not escape into the city.

9. Bridge of Blood

A creature made of metal and blue flame kneels before a hooded and hunched figure in the center of a stone bridge. The stink of sulfur rolls out of the chamber on a wave of oppressive heat.

Hazard: Tainted River. The underground river is tainted like the hot springs (see Tainted Pools, page xx). A creature entering or starting its turn in this river takes acid damage instead of fire. In addition, it must succeed on a DC 15 Constitution saving throw or become poisoned for 1 round. A creature becomes immune to the river's poison for 24 hours on a successful save.

Encounter: The Penitent One. A **blue-flame custodian** (see Appendix) is being corrupted by a **penitent** (see Appendix) in the center of the stone bridge. If undisturbed, the penitent completes the ritual in 1 round, using its action and bonus action, and the custodian falls under its control. Otherwise, it takes 2 rounds using its bonus action twice before the change occurs. The custodian becomes inert if the penitent is defeated before the change finishes.

Treasure. Searching the penitent's basket uncovers a *heart of darkness* (see "Heart of Darkness" sidebar, page XX) amongst the rotting, severed body parts. This can be eaten directly or used in the ceremony for the Mind Well (area 11) or the Heart Well (area 7).

9a. Secret Tunnel

The walls of this area are lined with bones etched with teeth marks from the penitent's victims. A casual search of the area reveals a small crack in the northern wall in a pool of tainted river water (see above). The thin crevasse is large enough for a Small creature to squeeze through with a successful DC 17 Dexterity (Acrobatics) check. A Tiny creature can navigate the passage easily.

10. Door of Despair

The door blocking the way into area 12 appears as a solid black rectangle with no visible seams or handles. Its surface is smooth and cold to the touch, like a sheet of ice. Etched into the door are strange symbols that seem to shift and move when looked upon for too long. The door radiates an otherworldly aura, and a creature who touches it—including to use a key—must succeed on a DC 14 Constitution saving throw or take 14 (4d6) necrotic damage and become poisoned for 1 minute.

The puzzle to open the door is hidden within the temple—a pair of keys must be found and placed into two keyholes on either side of the door to unlock it. The left keyhole is formed from a ruby (50 gp), and the right from an emerald (50 gp). Once both keys are used, the symbols etched onto the door glow brightly before slowly fading away as the door opens. The keys are located at the bottom of the Mind Well (area 11) and the Heart Well (area 7).

Eldritch Protection. The door is protected by divine-level magic that cannot be harmed or bypassed outside of a wish spell. If a creature attempts to damage or threaten the door, the door can attack using shadowy tendrils that emerge from its surface. These tendrils have an AC of 18, 30 hit points, a +5 bonus to attack rolls and cannot be harmed by nonmagical weapons. Upon contact, they deal 14 (4d6) necrotic damage and grapple (escape DC 14) a creature in their grasp. A grappled creature takes 14 (4d6) bludgeoning damage from being crushed by the tendril at the start of its turn. The door can have up to five active tendrils at one time and replenishes each tendril when one dies.

11. Mind Well

This location has been soaked in eldritch energy that twists the mind, causing the following effects:

- The room is under the effects of a permanent *silence* spell.
- Intelligence and Wisdom checks and saving throws are made with disadvantage while in this room.

Ominous, twisted statues adorn the walls of this star-shaped chamber, and their eyes seem to follow your every move. The statues are made of dark stone, and upon closer inspection, you realize that they are intricately carved to depict demonic figures with nightmarish faces full of fangs.

In the center of the room is a shimmering pool of red water. The pool flickers with an eerie glow, casting an unsteady light on the statues, making them appear even more unsettling. The water is inscrutable, and it's impossible to tell how deep it goes.

> *Next to the water, you notice a half melted corpse. It's twisted and contorted, as if it were trying to reach for something below the waters. The fiendish statues seem to be watching the corpse with a twisted sense of satisfaction, as if they had played a role in its demise.*

This chamber was used in ceremonies meant to strengthen the minds of acolytes and enhance their ability to withstand the mental attacks of the monsters they hunted. The well in the center of the room is fed by the tainted hot springs (see Tainted Pools, page xx). A creature that immerses itself in the well after eating a *heart of darkness* (see "Heart of Darkness" sidebar on page XX, found in areas 3 and 9) for 18 consecutive seconds and survives the damage must succeed on a DC 20 Wisdom saving throw or gain a long-term madness (see the "Steinhardt's Madness System" chapter in Steinhardt's Guide to the Eldritch Hunt). In addition, at the end of the 18 seconds, eldritch tendrils erupt from the mouths of the surrounding statues to wrap around the creature in the pool. The creature then gains the '**mind of the dark heart**', a permanent boon that grants it immunity to being magically charmed and a -1 penalty to its Strength and Dexterity scores. This boon can't be removed by anything short of a *wish* spell.

Treasure. At the bottom of the 20-foot-deep well is a black stone key with an emerald embedded in its handle. The key is one of two used to open the Door of Despair (area 10), with the other being at the bottom of the Heart Well (area 7).

12. Eldritch Dragon's Lair

Ectellax, The Flayed One, was just an eldritch wyrmling when the God-Shaped Hole sent him to the Templum Praeteritum as a test for the mortal priests. He was the last of the tests before the "Radiant One" vanished. Unlike the other eldritch sacrifices, Ectellax defeated the priests in the temple by directly tapping into the God-Shaped Hole's power through the original eldritch carving (see area 13). The exposure to this raw energy tore the flesh from his body, flaying him alive and leaving him in a constant state of agony.

As the Obitus Scholare retreated and sealed the horrors away, the dragon devoured the eldritch energy and grew faster than he would have otherwise. Now an adult, Ectellax is ready to break through the sealed door leading to the Grand Cathedral District and waits patiently for his opportunity.

Maximiliano Moretto

This massive hall is an imposing space dominated by six giant pillars that reach up to the high, vaulted ceiling. Streams of red hot springs flow throughout the room, creating a grid that crisscrosses the floor.

At the far end of the room is a solid black door framed by a wall of yellowed bone. The door is massive and flickering patterns move across the slick surface. Seated in front of the door is a twisted and gnarled horror that is both terrifying and pitiable. Its flesh has been flayed from its body, leaving only exposed bones and tendons twisted in impossible angles. The exposed veins and nerves pulse with otherworldly power, and the creature's eyes glow with insanity. The stench of decaying flesh mixed with the sickly sweet smell of rot fills the air, making it difficult to breathe.

Hazard: Blood & Bone. The streams of sulfur and ancient bones (as shown on the provided map) in this area do double the normal damage (see Cursed Bones and Tainted Pools, page xx).

Encounter: The Flayed One. The **eldritch dragon** (see Appendix) Ectellax has been trapped in this underground temple and forced to live as a parasite, feeding on the eldritch carving's energy to stay alive. Trapped in this chamber between the seals the Radiant Church placed on the temple, Ectellax has gone insane and cannot be reasoned with. He still has the mind of a wyrmling, but his thoughts are clouded by the constant state of pain and nightmares of the "Radiant One." He was a dragon meant to lead hordes, not to "crawl in the dust of a forgotten basement." Ectellax immediately goes into a blind rage if he sees a Radiant Church holy symbol (such as the one in area 6a), focusing his attention on that individual.

12a. Asylum Door

This massive door has the same eldritch protection as the one in area 10, except this doorway does not have any obvious way of being opened. What lies beyond is a path leading to the heart of the Radiant Church and more of its dark secrets, but that lies outside the scope of this adventure. See the "Conclusion" section at the end of the adventure for further information.

Carl Hassler

13. First Carving

If the characters enter this chamber from area 9a before engaging with the eldritch dragon in area 12, the Eldritch Carving cannot communicate due to the dragon's presence. Otherwise, the priest's eyes are open and seem to be pleading, begging for release from his suffering.

The ceiling in this cavern is held up by what appears to be the oldest of the ancient bones in this temple, and crimson sulphuric springs ring the edges of the walls. The heat is intense, and the air is thick with the smell of sulfur. A desiccated body lies spread eagle across the center of the floor, its desiccated flesh warped and its intestines on full display. It's clear that the body is still alive and in immense pain, but it can't move or speak.

The body is embedded directly into the cavern floor as if carved from the stone itself. The sight is gruesome, and it's clear they were used in some sort of ritual or sacrifice. The position of the body and the forceful way it's implanted into the stone seems to form a ceremonial shape.

The former priest is protected by the eldritch magic flowing through its flesh by the God-Shaped Hole. The body doesn't age, require food, air, or sleep, and is in an eternal state of pain. The priest is immortal and immovable, short of deity-level power, a *wish* spell, or a *heart of darkness* (see Freeing the Priest below).

Hazard: Eldritch Carving. As soon as a creature comes within 5 feet of the priest, a 20-foot radius wave of intense psychic energy emanates from the body's flesh. Any creature within this wave who sees the body must succeed on a DC 15 Wisdom saving throw or be overwhelmed with feelings of dread, despair, and horror, and the creature becomes frightened, its speed is halved for 1 minute, and it suffers a short-term madness effect (see the "Steinhardt's Madness System" chapter in *Steinhardt's Guide to the Eldritch Hunt*).

Additionally, every 10 minutes, creatures within 10 feet of the body must make a DC 10 Wisdom saving throw or take 15 (6d4) psychic damage as the body's screams of agony echo in its mind. If a character attempts to interact physically with the body, the DC for the saving throws increases to 18.

Studying the Scars

A character who spends an hour studying the priest and succeeds on a DC 20 Intelligence (Religion) check can commit the shape to memory. Any Eldritch Carvings (see "Eldritch Carvings" chapter in *Steinhardt's Guide to the Eldritch Hunt*) the character performs on another being grants the recipient a +2 bonus to their Constitution saving throw.

Freeing the Priest

The priest can be freed from his prison of pain and torment by being fed a *heart of darkness* (see "Heart of Darkness" sidebar on page XX, found in areas 3 and 9). This flood of chaos and eldritch energy combine to create an immense mix of powers that causes the body to erupt into chaotic flames. The body cracks with energy 10 seconds after being fed the heart. Any creature within 30 feet of the body must make a DC 20 Wisdom saving throw as it explodes in a blast of immense psychic energy, taking 70 (20d6) psychic damage and suffering a permanent -1 penalty to its Intelligence score on a failed save, or half as much damage and receiving no penalty to Intelligence on a successful one.

Art by Carl Hassler

Conclusion

After defeating Ectellax and the other abominations in the temple, the party has no choice but to leave the temple through the route created by the Scions (area 8a). The faction pays the party their promised reward, including a 500 gold bonus, if they disable the rogue blue-flame custodian in area 9. They are quick to usher the party away from the complex afterward and begin their preparations to delve into it themselves.

Eldritch Carvings

The location of the original *First Carving* has been closely guarded among the Radiant Church's leadership and was considered lost. Other factions may find the information interesting, and the characters find they are in possession of valuable—and dangerous—information. The Church and other factions may attempt to pay the party for what they know, while others are more than willing to kill them to keep it from spreading to others.

The Asylum Door

The Obitus Scholare's past is filled with darkness and despair, as displayed throughout the temple. On the other side of this door is a path leading from their past into their present. A former church-owned underground research facility, the Asylum, is located there. Even though few, if any, can recall it, it was the place where the first jaegers were born, but after the gruesome experiments taking place there were made public, the location was abandoned and shut down.

After their failed attempts in Jägerweiler, the Obitus Scholare allegedly repaired the facility and are now utilizing it to carry out their eldritch experiments covertly. This information may already have reached higher levels of the church.

Maps:

Click here to download all the maps

Marcelo Orsi Blanco

DEICIDE

By TJ Phoenix and MonkeyDM

Deicide is a 5th Edition adventure optimized for **four characters with an average party level (APL) of 20**. Unravel the tragic tale of a fallen goddess and her corrupted eldritch child in the Frozen Wraithlands, where fear and despair reign supreme. The characters must confront chilling mysteries, impure reflections, and madness-inducing horrors to save the city of Luyarnha from the cursed Glacial Moon.

BACKGROUND

In the days of old, the villagers of Luyarnha worshiped Lirwen, a minor elven goddess of fertility and harvest. The years of bountiful crops and mild weather reflected her warm, nurturing nature. But as the village grew and became a city invested in technological advancements, Lirwen's influence waned, and she faded from the citizens' minds and hearts.

The goddess was furious at the mortals who cast her aside in favor of their machines. Her once warm heart turned cold as she was forgotten by the people she once watched over so carefully. Not even when the eldritch scourge swept through the city did they think to call out to the goddess for help, and Lirwen sank into complete obscurity and utter despair. That despair grew into a furious hatred for the mortals who so callously turned their backs on her.

In this state of woe, a Great One: The Whispering Darkness, The Crawling Insanity, came to Lirwen, whispering promises of power beyond the limited scope of mortal worship. Desperate to live free from the whims of mortals, Lirwen agreed to bear The Crawling Insanity's child in exchange for this renewed strength.

But The Crawling Insanity's true intentions were revealed when the child was born. The creature was ripped from Lirwen's womb, slaying the goddess. Lirwen's dying breath, a curse that reflected the coldness in her heart, turned the moon to an unnatural state—a Glacial Moon. The cursed moon rose above Luyarnha, bringing an eternal frost that threatened to freeze the city and starve its people.

The child, gestated from a mother who bore only hatred in her heart and a father who crawled through chaos, was left as a broken godling. The twisted child was both divine and corrupted, and cursed by its very existence. The godling was quickly discarded by The Whispering Darkness and left to die in the Frozen Wraithlands, a frozen hellscape reflecting the eternal winter that Lirwen's curse brought upon humanity. The child, mired in madness and despair, mourned the loss of its mother, and its eldritch-infused screams spread pain and suffering throughout the Frozen Wraithlands.

On the Material Plane, the goddess' body washed ashore in Luyarnha, serving as a gateway to the Frozen Wraithlands. Those who dare to touch her frozen form are consumed by the realm of depraved nightmares, lost to the madness that permeates its icy landscape. Winter is crushing Luyarnha, and only the death of the cursed child will free the city from its deadly grasp.

The Verdant Mother

Lirwen, the goddess of fertility and harvest known as the Verdant Mother, was a being full of life and compassion whose very presence brought forth bountiful harvests that the people of Luyarnha depended upon. Her tall and slender form, draped in emerald robes, and her ever-present motherly smile were the stuff of legends, and her benevolent nature was felt by all who worshiped her.

To the early settlers of Luyarnha, Lirwen was more than just a goddess. She was a protector, a guardian, and a bringer of life. They offered her their prayers, devotion, and harvests for her blessings and she ensured the prosperity of their village.

But as Luyarnha grew, its people slowly shifted their attention to machines and industry, gradually forgetting the gods that had long sustained them. They stopped offering their tribute to Lirwen, stopped heeding her wisdom, and began to forget how much they once depended on her benevolence. This rejection dimmed the goddess' once bright light, breaking her heart. The Whispering Darkness saw her pain and twisted it to manipulate her to his malicious purposes, resulting in her death and the birth of a horror.

ADVENTURE SUMMARY

Lirwen's wintery curse has enveloped Luyarnha, and the Glacial Moon shines above a city encased in ice and snow. The corpse of the once-revered goddess lies draped across the frozen riverbank, a baleful glare still burning in her dead eyes. Citizens who touched the rotting body were transported to the Frozen Wraithlands, an arctic nightmare realm where horrors become real and torture the unfortunate souls trapped within. The party follows suit, discovering the demiplane is a corrupted reflection of Luyarnha filled with horrors. Here, the party must navigate the frozen streets, where every step could lead to their demise. Along the way, they battle sullied reflections of themselves, dark memories come to life, and attempt

to rescue innocents doomed to endless suffering at the whims of eldritch creatures.

As the party progresses through the time-warped realm, they find shards of the dead goddess' essence that guide them through the madness to her once-beautiful flower garden—now a field of madness holding the rotting corpse of the goddess. Once they reach the garden, the characters engage in a final battle against the accursed child-god in a nightmarish arena, where the powerful half-eldritch, half-divine being can manipulate reality as it pleases. Only by defeating the cursed child can Luyarnha be freed from the bitter grip of the Glacial Moon, or else its curse will spread and sheath the city in eternal ice.

Adventure Hooks

Here are a few ways to get your characters hooked into this adventure:

Stranger in a Strange Land

The party seeks shelter from the strange winter gripping the land by entering the cursed city of Luyarnha. Desperate townsfolk beg for help to stop the unending winter threatening to kill them. They say that it all began when the corpse of the goddess Lirwen washed ashore and believe the answer lies with those who disappeared when they touched her divine flesh.

Bathed in Blood

The Obitus Scholare has chosen the characters as their instrument of chaos, charging them with a dark task that could grant them power beyond their wildest dreams. Armed with the *Épée Solaire* (see page XX), the party must enter the Frozen Wraithlands and bathe its blade in the blood of the eldritch child of the dead goddess Lirwen. However, unbeknownst to all, once the weapon's true power is unleashed and the child's corpse is retrieved, it will call the Great Ones' attention, bringing doom to Luyarnha.

To Kill a God

As legendary hunters, the party has faced many horrors in their time, but none quite like the eldritch nightmares that have overtaken Luyarnha. Drawn by the promise of adventure and the hope of ridding the city of this scourge, they learn of the disappearance of those who touch the corpse of a dead goddess. Rumors circulate that the eternal winter that grips the city is somehow connected to both the disappearances and whatever creature was strong enough to slay a goddess.

RUNNING THIS ADVENTURE

When running an adventure for 20th-level characters, it's important to remember that the adventurers are some of the most powerful beings in your world. As such, the challenges and encounters they face should be suitably epic and awe-inspiring. Additionally, the characters have access to an incredible range of abilities and resources, so be prepared to run the encounters provided in the adventure text in such a way that your party finds them engaging and challenging. Be prepared for the unexpected and remain flexible, as high-level characters have a knack for surprising even the most experienced GM.

Starting the Adventure

The adventure starts in Luyarnha under the effects of the Glacial Moon (see Eldritch Moons chapter Page XX). Citizens have disappeared after coming into contact with Lirwen's corpse, and the party has determined they will also touch her to follow them.

Read aloud or paraphrase the following to kick off this adventure:

> *You stand in the heart of Luyarnha, a once bustling city now shrouded in a thick layer of ice and snow. The buildings loom overhead with rooftops covered in frost and icicles. The frozen wood creaks loudly, along with the howling of the frigid wind.*
>
> *The smell of decay grows thicker the closer you get to the riverbank until you finally arrive. And there, washed ashore like a piece of flotsam, lies a bloated corpse of a celestial woman wrapped in the remains of a green robe. Her once beautiful features are married with torn flesh and covered in frozen rime. Her swollen tongue lolls out of a mouth now home to a family of hermit crabs, and her milky white eyes glare blankly into the distance. The air is infused with a sense of dread, as if the cold that has infected the world is coming from this corpse. You cannot help but wonder what sort of cursed fate could have befallen such a divine being.*

The corpse itself is immune to any magical analysis done by the party. A small group of Luyarnhians stands in the cold to weep for those who disappeared, and a small group of soldiers from the Radiant Order stand watch to keep others away. The characters must bribe the twelve guards (10 gp each) or persuade them to let them through. A character who succeeds on a DC 18 Charisma (Intimidation or Persuasion) check convinces them to give the characters some space and keep the rest of the civilians away while they handle the corpse.

Once the characters touch Lirwen's remains, read aloud the following and proceed to the Frozen Wraithlands section below:

An overwhelming surge of energy courses through your body the moment you touch the frozen corpse. The world distorts as strange sounds and colors blast into your eyes and ears. Time and space twist and warp as tendrils of shadow worm their way through your skin and mind.

Finally, as the chaotic energy subsides, a cold wind whips around you as a frozen city reminiscent of Luyarnha comes into view. The sky above is a putrid shade of green, and the ground is slick with foul-smelling snow. Everything is covered in frost and bathed in unnatural light or distorted shadows.

The buildings' once-beautiful facades are now warped and corrupted, and the frozen streets are empty, save for the occasional deformed creature that shuffles by in the frigid darkness.

THE FROZEN WRAITHLANDS

Amidst the many planes of the multiverse lies a nightmarish demiplane of eldritch horrors known as the Frozen Wraithlands. Here, the chilling embrace of a frozen hellscape holds sway over all who dare to tread upon its icy domain. This unnerving version of Luyarnha exists as a twisted reflection of the actual city, where distances and time are bent, and the very nature of reality is upended. Here, the curse of the murdered elven fertility goddess rages as an unrelenting blizzard. Her anguished child mourns her death and punishes all who enter the Frozen Wraithlands by flaying their souls with a cold, merciless touch. Only the bravest and most foolhardy of adventurers dare to venture into this realm, where the unyielding grasp of the Frozen Wraithlands threatens the very fabric of existence.

Those who delve deeper into the Frozen Wraithlands quickly discover that the terrors of this demiplane extend far beyond the biting cold and impure landscapes. The very laws of nature are subverted and contorted in ways that can make even the mightiest of adventurers tremble.

Ever-Shifting Terrain. The city of Luyarnha within the Frozen Wraithlands is an unsettling mockery of its true self. Streets shift and change with every passing moment, buildings twist and bend like living organisms, and horrors lurk around every corner. This ever-shifting city traps its victims in a treacherous labyrinth that no one can escape.

Stuff of Chaos. The Frozen Wraithlands is a unique shard of depraved reality, born from the nightmares of gods and elder beings. Its inherently chaotic nature creates a barrier against certain kinds of spells and effects. These protections include the following properties:

- The edges of the demiplane appear as a distinct barrier of foggy darkness that blocks vision (including darkvision and devil's sight), filled with moving shadows that never quite form into a recognizable shape. A creature touching the barrier must succeed on a DC 25 Intelligence saving throw or have its mind pulled into the shadows and die instantly with its soul trapped in the darkness. Only a *wish* spell or divine intervention can bring the soul back.

- Sensors created by divination spells can't appear inside the plane.

- Divination spells can't target creatures in the Frozen Wraithlands.

- Teleportation, including planar travel, into or out of the Frozen Wraithlands is blocked other than through touching the corpse of Lirwen.

- Whenever a character fails a saving throw from an effect not caused directly by a creature (such as a spell or an ability), they must make a Wisdom saving throw of the same DC as the one they just failed. On a failure, the creature gains a short-term madness effect (see "Steinhardt's Madness System").

Flight Restrictions. Flight spells, such as *fly* or *levitate*, are unreliable in the Frozen Wraithlands due to the constantly shifting nature of the demiplane. Whenever a creature attempts to use such a spell, roll a d20. On a roll of 1-10, the spell fails. On a roll of 11-19, the spell works, but the character's flying speed and the spell's duration are halved. On a roll of 20, the spell works normally. Additionally, when a creature uses a magical item, ability, or effect that provides flight, roll a d4. On a roll of 1-3, it fails to work, and the creature can't use it again for the next 10 minutes.

Nightmares. The Frozen Wraithlands is a realm where the party's deepest fears and anxieties manifest as physical threats. Whenever the party takes a long rest in the Frozen Wraithlands, they must make a group DC 15 Wisdom saving throw. On a failure, the party suffers from a shared nightmare, where their deepest fears manifest as an enemy they must defeat together. At the GM's discretion, this nightmare can be against a creature using level-appropriate statistics, such as a

purple worm or an **iron golem**. Alternatively, instead of combat, use a skill challenge using group DC 20 Constitution, Wisdom, or Charisma checks or saving throws with two successes out of three needed for the characters to overcome the challenge. Those who fail to defeat the nightmare wake up without the benefits of the long rest and suffer 1 level of exhaustion.

General Features

Unless otherwise noted in the area descriptions, these general features are prominent throughout the Frozen Wraithlands.

Buildings. The city's architecture is twisted and distorted, with warped wooden floors and walls constantly changing. The ice-covered structures bend at impossible angles, and shadows flit past darkened windows.

Lights. The Frozen Wraithlands is perpetually dark and without natural light sources. Spells and effects that generate magical light, such as *light* or *continual flame*, have their range reduced by half within the demiplane.

Frozen Climate. The Frozen Wraithlands is an icy hellscape with biting winds and icy temperatures that can quickly lead to frostbite or hypothermia. Fire-based spells and effects are weakened in the Frozen Wraithlands, dealing only half damage.

Time Dilation. As the characters explore the frozen city of Luyarnha within the Frozen Wraithlands, time passes quickly. For every 1 hour spent exploring the city, 2 hours pass on the Material Plane. This time dilation impacts the magic in odd ways, and spell's durations are halved.

Exploring the City

Luyarnha within the Frozen Wraithlands is a twisting labyrinth that reflects the chaotic mind of the cursed child-god at its heart. This chaos is best reflected in how travel takes place in the Frozen Wraithlands. As the characters move through the city streets, they shift to lead to the different locations detailed in the Frozen Wraithlands Encounters below, regardless of the perceived distance between them. The party can be next to the river in one encounter and find themselves inside the cathedral's walls the next. The travel between locations takes 1d4+1 hours to complete.

The Lost. As the party delves further into the Frozen Wraithlands, they discover tortured prisoners within the eldritch nightmare. Many of them are innocent citizens of Luyarnha, while others are former devotees of Lirwen who turned their backs on the goddess. The child-god has trapped these poor souls in endless personal hell loops within the Frozen Wraithlands, feeding off the energy created by their misery and despair.

Frozen Wraithlands Encounters

Time and space act differently inside the Frozen Wraithlands as the characters move through the city, making navigation difficult and almost impossible using standard methods. Regardless of the direction the party intends to travel, they can only successfully navigate with the assistance of celestial reliquaries scattered throughout the city; normal movement otherwise brings the party to random locations.

Celestial Reliquaries. Specific Frozen Wraithlands Encounters include an object known as a celestial reliquary. These objects take different forms and hold a touch of the goddess Lirwen's essence. A character analyzing the reliquary who succeeds on a DC 15 Intelligence (Religion) check recognizes the object is holding a breath of the dead goddess' power. Touching the reliquary causes the Frozen Wraithlands to pulse briefly, and the character feels a slight pull on their soul as if guiding them in a direction. This pull grows stronger with each reliquary the party finds.

Once the party has gathered three reliquaries or completed eight available encounters, the city shifts to bring them to where the child-god weeps over its mother's corpse. When the party is ready, proceed to the Garden of Mourning section (page XX) for the final confrontation.

Encounter Locations. The ever-changing landscape of the Frozen Wraithlands allow the party to participate in various events at any location throughout the city. To determine an encounter and its location, roll twice on the Frozen Wraithlands Encounters table, once for Encounter and once for Location, rerolling duplicates once each Encounter or Location is used. Follow the text of the rolled encounter, incorporating the listed features of the location as a backdrop. Alternatively, choose a location or encounter that the party has yet to visit or experience to create a unique experience.

Frozen Wraithlands Encounters - TABLE

D10	LOCATION	ENCOUNTER
1	City Streets	Communion of the Ravenous
2	Meat Market	Blood of the Forsaken
3	Sanguine River	Litany of the Lost
4	Clock Tower	Benediction of the Void
5	Arctic Plaza	Path of the Forgotten
6	Dark Library	The Bloodied Grove
7	Cursed Cathedral	Weeping Child's Lament
8	Shattered Sewers	Fractured Reflections
9	Fallen Fortress	The Sacrifice of Solace
10	Eternal Blizzard	The Frozen Testaments

LOCATIONS

Each location in the Frozen Wraithlands Luyarnha is filled with unique obstacles and hazards, adding to the difficulty of the characters' encounters. Use the following information to enhance or alter each encounter to create an unforgettable experience for the party that challenges their skill sets.

1. City Streets: Twisted Architecture

The frozen buildings on these city streets are shattered, with bits of architecture drifting in mid-air.

The buildings' twisted nature hints at the warped gravity that pervades this location. Every 10 minutes, a gravity surge affects the characters, pulling them towards walls, causing them to feel heavier or even become suspended in the air. Each character must make a DC 15 Strength saving throw when a surge occurs to maintain their balance. On a failed save, their movement speed is halved, and they have disadvantage on Dexterity checks and saving throws until the end of their next turn.

2. Meat Market: Eldritch Curses

The stench of blood and rot fills your nostrils as you enter this macabre marketplace. The ice-laden empty stalls display freshly harvested chunks of hooked meat and other body parts.

The depraved curses of the Meat Market can have unpredictable effects on the characters. When they enter the market, and again at the beginning of each hour spent here, characters must succeed on a DC 18 Wisdom saving throw or suffer from a random curse for 1 hour. Roll a d10 and consult the table below to determine what curse affects them:

MAP:
City Streets

PATREON | CZEPEKU

Market Curses - TABLE

D10	CURSE
1	**Tongue Tied.** The character becomes mute and cannot speak.
2	**Disoriented.** The character becomes disoriented and gains disadvantage on Dexterity checks and saving throws.
3	**Mental Wounds.** The character's mind weakens, and they take an additional 5 (1d10) psychic damage each time they take damage.
4	**Mind Warp.** The character gains disadvantage on Wisdom saving throws.
5	**Foul Stench.** The character emits a terrible odor and gains disadvantage on Charisma checks.
6	**Hunger.** The character feels like they're starving and gains disadvantage on Constitution saving throws.
7	**Blurred Vision.** The character's vision becomes blurry, gaining disadvantage on attack rolls and Perception checks that rely on sight.
8	**Frenzy.** The character becomes panicked and gains disadvantage on Intelligence and Wisdom saving throws.
9	**Weakened.** The character gains disadvantage on Strength and Dexterity checks and saving throws.
10	**Fatigued.** The character gains 1 level of exhaustion.

A *remove curse* spell or similar effect can remove these curses.

3. Sanguine River: Blood Corruption

The snow-covered landscape gives way to a steaming river of blood, its surface rippling with shadowy forms and shapes moving just beneath the surface.

The blood of the Sanguine River corrupts creatures who come into contact with it. Enemies in this location know of the water's danger and attempt to shove or throw characters into the river. A creature entering or ending its turn in the water must make a DC 18 Constitution saving throw or contract blood corruption. Blood corruption has the following effects:

- An infected creature takes 9 (2d8) necrotic damage every 30 minutes.
- An infected creature suffers a -1 penalty on all saving throws and ability checks.
- An infected creature must succeed on a DC 18 Constitution saving throw each hour or become further corrupted, suffering an extra 1d8 necrotic damage every 30 minutes and a -1 penalty on all saving throws and ability checks. This damage and penalty are cumulative.

Blood corruption can be cured with a *greater restoration* spell.

4. Clock Tower: Temporal Distortion

A massive clock tower looms before you, its gears grinding and filling the air with a deafening noise. As you approach, the structure appears to unnaturally twist and distort, as if being viewed through a watery veil.

The distortion of time and space that plagues the Frozen Wraithlands is thick here. Characters entering the tower's area must make a DC 18 Wisdom saving throw every 30 minutes spent in the area or suffer from Temporal Distortion. Temporal Distortion has the following effects:

- The character's speed is halved.
- The character has disadvantage on all attack rolls, ability checks, and saving throws.
- The character's spells have a 50% chance of failing, wasting the spell slot.

The only way to cure Temporal Distortion is to leave the Clock Tower's area.

5. Arctic Plaza: Frostbite

The biting cold sweeping through this plaza makes breathing difficult. Thick ice covers the ground in slippery sheets.

The biting cold of the Arctic Plaza can lead to frostbite. Characters must make a DC 10 Constitution saving throw each hour spent in the plaza or suffer from frostbite. Frostbite has the following effects:

- The character's speed is reduced by 10 feet.
- The character has disadvantage on all Dexterity checks and saving throws.
- While suffering from this frostbite, the character's hit point maximum is reduced by 15 per hour until cured.

The only way to cure this frostbite is a *lesser restoration* spell or by completing a short rest in a warm location.

6. Dark Library: Cursed Tomes

Rows of frost-covered shelves stuffed full of books whose covers hint at forbidden knowledge fill this dark library. Strange whispers and eerie moans drift on a cool breeze between the stacks.

The cursed whispers in the library have been imbued with eldritch power and can cause unpredictable effects. For every 10 minutes a character spends in the library, they must succeed on a DC 15 Wisdom saving throw or suffer a short-term madness effect (see "Steinhardt's Madness System"). Additionally, characters attempting to read any book sees only impure writing that appears to crawl over the pages, and they must succeed on a DC 20 Wisdom saving throw or suffer a short-term madness effect. However, on a success, the characters learn that artifacts called "Celestial Reliquaries" have been infused with the goddess Lirwen's essence and scattered throughout the Frozen Wraithlands. Once enough have been gathered, they can be used to gain an audience with the goddess. Given her current condition, they instead bring the party to her corpse.

MAP:
Sanguine River

7. Cursed Cathedral: Corrupted Magic

This cathedral's once-beautiful stained glass windows are now shattered holes letting in the snow and wind. The twisted and distorted pews sit under bloody sigils painted across the walls.

The corruption inside the cathedral causes unpredictable effects on spells. Characters casting spells within the location must first succeed on a DC 15 Intelligence (Arcana) check. On a failure, the spell has a random effect determined by rolling 1d10 on the table below:

Spell Effects - TABLE

D10	EFFECT
1	**Backlash.** The caster takes 5 (1d10) force damage.
2	**Amplified.** The spell's effects (damage. radius, and duration) increase by 50 percent.
3	**Diminished.** The spell's effects (damage, radius, and duration) are halved.
4	**Reversed.** The spell has the opposite effect (for example, healing instead of damaging, dealing cold damage instead of fire damage, or slowing instead of hasting).
5	**Split.** The spell is split into two weaker versions of itself (see Diminished effect), and the GM chooses a second target.
6	**Delayed.** The spell's effects are delayed by 1 round.
7	**Contagious.** The spell affects one additional target of the caster's choice.
8	**Unstable.** The spell's effects are unstable, and the duration is reduced by 1d4 rounds (minimum of 1), or the damage die is reduced by 1d4 (minimum of 1), as appropriate.
9	**Boomerang.** The spell affects the caster instead of the intended target.
10	**Cursed.** The caster suffers a random curse from the Market Curses table (page XX).

8. Shattered Sewers: Diseased Filth

These sewers are a maze of dark, twisting tunnels filled with the stench of raw sewage. The walls are slick with slime, and the sound of running water echoes all around.

While traveling the sewers, characters risk contracting a disease from the putrid filth when injured. When a character takes piercing, slashing, or bludgeoning damage in the sewers, they must make a DC 15 Constitution saving throw or contract a random disease from the table below:

Sewer Diseases - TABLE

D6	EFFECT
1	**Sewer Plague.** The character gains disadvantage on Constitution checks and saving throws for the next 24 hours.
2	**Filth Fever.** The character's speed is halved, and they gain disadvantage on all attack rolls, ability checks, and saving throws for the next 24 hours.
3	**Muscle Rot.** The character's hit point maximum is reduced by 10 + their Constitution modifier for the next 24 hours.
4	**Red Ache.** The character takes 5 (1d10) fire damage every hour for the next 24 hours.
5	**Slimy Doom.** The character's movement speed is reduced by 10 feet, and they have disadvantage on Dexterity checks and saving throws for the next 24 hours.
6	**Sight Rot.** The character gains disadvantage on Wisdom (Perception) checks that rely on sight and suffers disadvantage on ranged attacks from blurred vision for the next 24 hours.

A *cure disease* or *lesser restoration* spell can cure these diseases.

9. Fallen Fortress: Unstable Ground

This ice-covered fortress lies in ruins, its crumbling walls barely supporting its toppling towers. Strange creaking and groaning noises are the only warning before bits of ice and debris fall to shatter across the ground.

The unstable walls of the fortress can collapse at any moment, and the shifting ground is considered difficult terrain. Characters who make sudden movements (such as Dashing or other enhanced movement abilities) must first succeed on a DC 15 Dexterity saving throw or have their movement reduced to 0 for that round and fall prone.

For every 10 minutes the characters spend in the area, roll a d6. On a roll of 5 or 6, a section of the wall collapses near a randomly chosen character. That character must succeed on a DC 15 Dexterity saving throw to avoid being crushed by the falling debris, taking 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The collapsed section also creates a 15-foot-tall, 5-foot-wide pile.

10. Eternal Blizzard: Hypothermia

The city fades away in a blur of snow and ice, whipping around at impossible speeds. The temperature drops rapidly, and the frigid wind howls like a banshee.

The bitter cold of the blizzard can lead to hypothermia. For each hour the characters spend in the blizzard, they succeed on a DC 10 Constitution saving throw or suffer from hypothermia. Hypothermia has the following effects:

- The character's movement speed is halved.
- The character suffers disadvantage on all attack rolls and Strength checks.
- The character takes an additional 7 (2d6) cold damage when taking damage.

The only way to cure hypothermia is to complete a short rest in a warm location.

Bead of Forbiddance. A character with a passive Wisdom (Perception) of 20 or higher can notice a glowing mote amidst the ice and snow. It's a bead of forbiddance. A creature holding the bead can use its action to release the *forbiddance* spell within, which considers this creature as the caster. The bead cracks after the first use, and it shatters and disappears after the second.

ENCOUNTERS

The following Frozen Wraithlands encounters can occur in any location spread across the city. Five encounters include an opportunity for the party to gain control of a celestial reliquary. Once the characters have three reliquaries, or completed eight of the encounters, proceed to the Garden of Mourning section (page XX) for the final confrontation with the child-god.

1. Communion of the Ravenous

A bitterly cold wind carries the stench of decay and blood. The crunch of snow mixes with agonized moans echoing around. A delicious-looking feast sits stacked on crooked tables, surrounded by a dozen gaunt, hollow-eyed figures attempting to eat. With each touch, the food instantly rots in their hands. The figures stare hungrily at each other before lunging to rip into their neighbor's flesh, their mouths stained crimson.

To help the cursed people (twenty **commoners**), the party must find a way to satiate their hunger without causing further harm. The characters must navigate the situation carefully, as physical contact with the cursed individuals poses a significant hazard. Whenever a cursed person touches a living creature, it must succeed on a DC 17 Constitution saving throw or gain 1 level of exhaustion due to the eldritch corruption draining its life force. If a cursed individual is slain, they explode in a roiling miasma of darkness in a 10-foot radius sphere. Living creatures in the affected area must succeed on a DC 17 Dexterity saving throw to avoid the cloud, or suffer 2 levels of exhaustion from the released corruption.

Corrupted Feast. A creature eating the food on the table is poisoned for 1 hour and must make a DC 18 Constitution saving throw. On a failure, the creature becomes afflicted with the same curse as the starving people, causing any food or drink that passes their lips to rot and spoil. A cursed character can only be cured by a *greater restoration* spell or similar effect.

Feed the Masses. The characters can attempt to help the starving individuals by providing real or magically conjured food, such as that created by the *create food and water* or *heroes' feast* spells. This food can temporarily satiate the cursed individuals without causing further decay, but the corruption remains. However, the party must be cautious; attempting to cast *remove curse* or similar spells on the afflicted results in their immediate death, as their bodies can't withstand the sudden separation from the eldritch corruption. If all of the afflicted are killed in this manner, the food and table crumble to dust, leaving nothing behind.

The corruption cannot be cured, as it has eaten away at the people gathered here to the point they are sustained only by its power. The only option to release them from their torment is to end their suffering permanently. It is up to the characters to decide to leave them to this fate or free them.

2. Blood of the Forsaken

Agonized cries ring out from an emaciated figure bound to a dark altar that is covered in a network of pulsating, cursed veins that snake across the ground, pulsing with every heartbeat. Grotesque, malformed creatures covered in bony protrusions feast on the flowing blood, filling the air with the sound of slurping.

Encounter: Sanguine Feast. Four **cloistered maidens** (see page XX) are conducting a ritual using a bound captive chained to a dark altar. The drained blood forms a web of cursed rivulets along the ground, pulsating with an eldritch power that threatens to corrupt everything it touches.

Chains. The captive is held in place by chains imbued with dark magic (AC 18, 25 hit points, and resistance to nonmagical damage). Any nonmagical weapon made of metal that hits the chains corrodes and takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed.

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Hazard: Cursed Blood & Altar. A web of blood flows from the altar in a 40-foot radius along the ground. A character that touches the veins must succeed on a DC 18 Constitution saving throw or take 7 (2d6) necrotic damage and become poisoned for 1 minute. A poisoned creature takes 7 (2d6) necrotic damage at the start of each of its turns.

The altar emanates a twisted aura that causes confusion and disorientation. Characters that enter within 20 feet of the altar must succeed on a DC 17 Wisdom saving throw or be subject to the confusion spell for one round. Destroying the altar (AC 18, 50 hit points, damage threshold of 10, and immunity to nonmagical damage) or using a remove curse spell of 5th level or higher or similar effect destroys the aura.

Celestial Reliquary. If the captive (an emaciated half-elf) is freed from the chains, their body glows with a blinding light that fades to reveal a corroded gold chalice where the body was bound. The chalice is a celestial reliquary (see Celestial Reliquaries, page XX) that holds a fragment of the dead goddess Lirwen's essence. If this is the third reliquary the party has found, proceed to the Garden of Mourning (page XX).

3. Litany of the Lost

A horde of deformed humanoid figures writhes in a huddled mass as they lift their voices in a haunting melody. Their bodies are covered in markings that shift and pulsate in response to their sinister litany. The intensity increases as you come into sight, and the horde swarms toward you!

The party comes across a massive group of corrupted people known as the lost, trapped in a state of endless torment as they sing a horrifying song in their madness. These individuals, once innocent Luyarnians, have been warped into monstrous beings, their minds held captive by the eldritch corruption of the Frozen Wraithlands.

The Litany. A successful DC 20 Wisdom (Perception) check allows the characters to discern that the litany is both a form of control over the Lost and a source of their anguish. The characters could attempt to disrupt the song by creating a loud noise or counter-melody with a successful DC 22 Charisma (Performance) check. On a success, the lost horde is stunned until the start of its next turn, giving the characters a chance to escape.

Encounter: The Lost. One hundred people are in the lost swarm held thrall by the madness. They attack en masse as a single entity that uses the **Lost Ones** statistics.

Lost Ones

Garguantuan monstrosity, chaotic evil

Armor Class 10
Hit Points 1000
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
???	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge ???

Eldritch Resilience. The swarm has advantage on saving throws against spells and magical effects.

Litany's Influence. At the start of each of the swarm's turns, each character within 60 feet of it must make a DC 15 Wisdom saving throw. On a failure, the character takes psychic damage equal to the swarm's hit points divided by 20, rounded down, (e.g., 50 psychic damage at 1000 hit points) and cannot take reactions until the start of their next turn. On a success, they take half as much damage and are unaffected by the reaction restriction.

Swarm Movement. The swarm moves as a single entity, occupying a 25-foot by 25-foot space. For every 200 hit points the horde loses, each side of its area shrinks by 5 feet.

Actions

Multiattack. The swarm makes four Melee attacks.

Melee: Use a single attack roll with an attack bonus equal to the swarm's hit points divided by 70, rounded down (e.g., +14 at 1000 hit points), range: 15 ft., one target. Hit: (10d6) bludgeoning damage. This damage is reduced by 1d6 for each 100 hit points the swarm has lost.

Overwhelm. If the swarm has more than half of its hit points remaining, it can use its action to attempt to overwhelm a character. The target must make a Strength (Athletics) check contested by the swarm's Strength (Athletics) check, with a bonus equal to the swarm's hit points divided by 50, rounded down (e.g., +20 at 1000 hit points). On a failure, the target is grappled (escape DC 20).

4. Benediction of the Void

An impassioned sermon rings through the air, mingling with the cries of an enthusiastic congregation. An elven cleric preaches to a small crowd as she adds another incision to the crimson cuts covering her body. Her audience stands in rapt attention, their limbs twisted into odd angles as they huddle together. The black-eyed gaze of the cleric fixates on you as she lifts her hands and cries, "Join us, travelers! Embrace the void and be freed from your suffering!"

The characters stumble upon a congregation of corrupted souls, captivated by the words of a mad elven cleric named Seraphine. Cuts mar her once-graceful features, and her black gaze is void-like. She preaches about the "Benediction of the Void," promising her followers freedom from suffering if they sacrifice their blood to the great beings of the void.

The Sermon. Characters who spend more than 1 minute listening to Seraphine's sermon must make a DC 17 Wisdom saving throw. On a failure, they suffer a short-term madness effect (see "Steinhardt's Madness System").

The Mad Cleric. If the characters approach Seraphine and engage her in conversation, she reveals that she was once a devoted follower of the goddess Lirwen. However, one day, the Frozen Wraithlands pulled her and her congregation into its nightmare realm. When it became clear the goddess abandoned them, she turned to the whispers in the darkness to escape the torment. She believes that only by embracing the void can one be truly free.

Skill Challenge. To break Seraphine's hold on the congregation, the party must succeed on any three of the following five skill checks:

- **DC 30 Charisma (Persuasion):** Convince the congregation that Seraphine's teachings will only lead them further into despair.
- **DC 20 Intelligence (Religion):** Debunk the impure theology of Seraphine's sermon by recalling and presenting the true teachings of Lirwen.
- **DC 22 Wisdom (Insight):** Discern the fears and doubts of the congregation members and address them directly to sway them away from Seraphine.
- **DC 27 Charisma (Intimidation):** Instill fear in the congregation about the consequences of following Seraphine's dark path.
- **DC 25 Charisma (Performance):** Deliver an impassioned speech to inspire hope and courage in the congregation.

Success. If the characters break Seraphine's hold, the mob screeches to attack the cleric, tearing her limb from limb before scattering into the Frozen Wraithlands.

Failure. If the characters fail the skill challenge, members of the congregation (five **skulking shades** Page (XX)), driven mad by Seraphine's influence, turn against the party and attack. Seraphine's body morphs and twists into a **soul-snatching aranea Page** (XX).

Celestial Reliquary. Once Seraphine is killed, her body rots and crumbles away, leaving behind a deformed silver medallion depicting a crescent moon cradling a sheaf of wheat. The holy symbol is a celestial reliquary (see Celestial Reliquaries, page XX) that holds a fragment of the dead goddess Lirwen's essence. If this is the third reliquary the party has found, proceed to the Garden of Mourning (page XX).

5. Path of the Forgotten

A sinister darkness suddenly rises from the ground to form shifting obsidian walls. Shadowy tendrils weave and twist around stone archways that mark a path forward. The oppressive atmosphere bears down, making breathing difficult, while an inexplicable sense of loss tugs at your heart. The scent of rot fills the frigid air, a reminder of the corruption that permeates this place. The ground beneath you feels strangely unstable like the earth is threatening to swallow you whole.

The Path of the Forgotten is a sullied route that appears randomly throughout the Frozen Wraithlands, creating a warped labyrinth that overrides whatever

Nele Diel

location the party enters. Marked by ancient stone archways entwined with dark tendrils of corruption, it exudes an aura of madness. Whispers of lost secrets and pained cries echo through the area.

Walking the Path. The path engulfs the party once they enter the location, and they must succeed on three group DC 22 Wisdom (Survival) checks to escape it successfully. On a failed check, each creature on the path must make a DC 18 Dexterity saving throw to avoid being ensnared by the corrupting tendrils that lie in wait for the unwary. On a failed save, they become grappled and take 27 (6d8) psychic damage as the eldritch corruption invades their minds. Additionally, the tendrils feed off memories and emotions, and a grappled creature must succeed on a DC 18 Wisdom saving throw at the start of its turns or sacrifice a cherished memory or part of its identity to the eldritch powers. This decision may have lasting consequences and affect characters' relationships and sense of self. Roll on the table below to determine a random sacrifice or allow the creature to choose its own. A grappled creature can use its action to make a DC 18 Strength (Athletics) check, freeing itself on a success.

D10	SACRIFICE
1	The memory of a beloved family member or close friend, causing the character to forget their existence and shared experiences.
2	The ability to speak or understand a specific language, leaving the character unable to communicate in that tongue.
3	A significant moment of personal triumph, such as a hard-fought victory or significant achievement, erasing the pride and growth it provided.
4	The ability to play a musical instrument or perform a specific art form, stripping the character of a creative outlet and source of joy.
5	The memory of a moral lesson learned, potentially causing the character to revert to a previous behavioral pattern or risk making similar mistakes.
6	A cherished keepsake or heirloom, causing the character to lose all emotional attachment and recollection of its origin or significance.
7	A deeply held belief or conviction, leaving the character questioning their values and potentially altering their alignment.
8	A unique skill or proficiency, such as a specific tool, weapon, or armor proficiency, causing the character to lose the ability to use it effectively.
9	A fondly remembered place, such as a childhood home or favorite sanctuary, causing the character to forget its existence and associated memories.
10	A meaningful relationship or bond with an NPC or other character, erasing the shared history and emotional connection between them.

6. The Bloodied Grove

> *A freezing wind rustles through the twisted branches of three massive trees, their bark slick with blood. The sickly-sweet stench of death fills the air as the grotesque sight of corpses entwined in the trees' limbs comes into focus. Shadowy tendrils slither around the roots of each tree, spreading corruption and malice wherever they touch. With creaks and groans, the trees shift, revealing themselves to be treants, now warped by dark energies. The treants' mournful gazes are chilling, their once proud stances marred by the oozing corruption.*

The party comes across a horrifying scene: three massive trees, their bark slick with blood, entwined with corpses among their twisted branches. These once-noble treants have been altered by the Frozen Wraithlands's dark energies, using the entangled bodies as grisly projectiles to defend themselves. Tendrils of eldritch corruption slither around the trees' roots, spreading their malevolent influence.

Encounter: Corrupted Treants. The corrupted **treants** have the statistics of standard treants with the following modifications:

- **Damage Resistances:** necrotic
- **Damage Immunities:** poison
- **Condition Immunities:** poisoned
- **Languages:** understand Common, Elvish, and Sylvan, but cannot speak

Ryan Bittner

• New Ability: ***Corpse Bombardment.*** As an action, a corrupted treant can pull a corpse from its branches and hurl it at a target within 60 feet. The target must make a DC 15 Dexterity saving throw, taking 33 (6d10) necrotic damage on a failed save or half as much damage on a successful one. Each creature within 10 feet of the target must also make a DC 15 Dexterity saving throw, taking 22 (4d10) necrotic damage on a failed save or half as much on a successful one.

• Corrupted treants don't have the Animate Trees ability.

Cleansing the Corruption. To cleanse a treant, the characters must first destroy the six tendrils of eldritch corruption that surround its roots. Each tendril has AC 15, 20 hit points, and immunity to poison and psychic damage. After all six tendrils are destroyed, a character can attempt to cleanse a treant by casting a spell such as greater restoration or remove curse with an additional DC 18 spellcasting ability check. On a success, the treant is cleansed, regains its original form, and becomes an ally. On a failure, the treant lashes out in pain and continues to attack.

If the characters succeed in cleansing the treants, they learn that the trees were once devoted to Lirwen and guardians of her sacred grove. A cleansed treant can provide the following information:

• They know Lirwen was murdered by a dark being and forced to give birth to a monster that cursed the Frozen Wraithlands. However, they don't know the location of her celestial corpse or child.
• There are sacred artifacts called celestial reliquaries hidden deep within the Frozen Wraithlands that can be used to find Lirwen.
• They can hold back the corruption enough to provide safety to take a short rest without suffering the effects of the current location. If all three treants were cleansed, this is enough time to safely take a long rest.

Soon after the party gathers this information, the treants' strength fades. They wither and crumble to dust, thanking the party for freeing them. The space around their corpses turns into fresh blades of grass, pushing back the corruption briefly.

Celestial Reliquary. Once the treants are defeated or cleansed, their bodies crumble away, leaving behind a rotten staff of black oak. The staff is a celestial reliquary (see Celestial Reliquaries, page XX) that holds a fragment of the dead goddess Lirwen's essence. If this is the third reliquary the party has found, proceed to the Garden of Mourning (page XX).

7. Weeping Child's Lament

The sound of a crying child cuts through the air, drifting from behind thick ice walls that divide the area into a maze. Shadows swirl under each frozen surface, revealing faces peering out. They're contorted in terror, trapped within the icy prison. The sound of weeping starts to grow fainter.

While traveling the Frozen Wraithlands, the party hears the faint sound of a child weeping in the distance. The sound leads them to a maze of twisting ice walls holding swirling darkness and people frozen in terror.

Navigation. If the characters attempt to follow the sound of the weeping child, it leads the party deeper into the maze. Navigating the maze requires three successful DC 20 Wisdom (Survival) checks. The DC increases by 1 for each subsequent check as the maze twists and shifts around the party. However, no child can be found—this maze is a trap designed to lure and torment anyone who enters. The sound is an echo of the child-god's weeping (see Garden of Mourning) echoing around the frigid maze and refracting off the ice walls.

Each failed check to navigate the maze results in a psychic assault from the eldritch powers flowing through the ice. Each character must succeed on a DC 18 Wisdom saving throw or take 11 (2d10) psychic damage and gain one short-term madness effect (see "Steinhardt's Madness System").

Frozen Victims. Attempting to thaw a person trapped in the ice releases a **penitent** (Page XX) that attacks the party.

Treasure. If the party manages to succeed on all three Survival checks while navigating the maze, they find a *phantasmal executioner* frozen in a wall and gripped in the hand of a warrior (Page XX).

8. Fractured Reflections

The blizzard rages especially hard here, and the temperature drops drastically. Fractures shimmer mid-air, warping the surrounding area like a kaleidoscope. Each mirror-like sliver reveals your corrupted reflection, with twisted faces glaring back with obsidian eyes filled with malicious intent. Their mouths suddenly twist into maniacal smiles as the reflections step out of the rifts and into the snow.

The characters enter an area that appears distorted and fractured. The blizzard rages around them, obscuring their vision and adding to the difficulty of discerning reality. The fractures that distort and reflect the area result from the corruption within the Frozen Wraithlands.

Hazard: Reflective Fractures. The reflective fractures in this area distort vision, making it difficult to discern reality from reflection. Creatures entering the area must succeed on a DC 22 Wisdom saving throw or gain disadvantage on all Perception checks, saving throws, and attacks that require sight while in this location. An affected creature can spend an action at the start of its turn to repeat this saving throw, ending the effect on themselves with a success.

Hazard: Blizzard. If this encounter occurs in the Eternal Blizzard location, the mechanics listed below are in addition to those listed in the location description. The raging blizzard blows through this area, reducing visibility and creating difficult terrain. The following additional effects apply:

- **Vision:** The heavy snowfall reduces visibility to 30 feet. Characters suffer disadvantage on Wisdom (Perception) checks that rely on sight.
- **Movement:** The ice and snow create difficult terrain across the entire location.
- **Strong Winds:** The strong winds impose disadvantage on ranged attack rolls and Wisdom (Perception) checks that rely on sight and hearing. Flying speeds are halved in this location.

Encounter: Corrupted Reflections. The reflection creatures (1 per character) climb out of the fractures to attack the party. Each resembles an exact copy of the characters, and they whisper the characters' darkest fears to them when they attack. They have entirely black eyes, manic smiles plastered onto their faces, and bodies covered in thick, black veins. While the reflections' gear looks exactly like the party's, each uses **assassin** statistics with the following modifications:

- They are Aberrations.
- They have the same movement speeds and speak the same languages as the character they resemble.
- New Trait: **Eldritch Resistance.** The reflection has advantage on saving throws against spells and magical effects.
- New Trait: **Eldritch Regeneration.** The reflection regenerates 10 hit points at the start of its turn if it has at least 1 hit point remaining. If the reflection takes radiant damage, this trait doesn't function at the start of its next turn. The reflection dies only if it starts its turn with 0 hit points and doesn't regenerate.
- New Trait: **Maddening Gaze.** As an action, the reflection can target the creature it resembles if it can see it and it is within 10 feet. The targeted creature must succeed on a DC 16 Intelligence saving throw or become affected by a short-term madness effect (see "Steinhardt's Madness System"). This effect doesn't count towards gaining long-term or indefinite madness. A creature can only be affected by this effect once per 24 hours.

Celestial Reliquary. Once the reflections have been defeated, their bodies shatter into shards of colored glass that appear to be from a broken stained glass window. The largest shard emits a soft glow and depicts a portion of a crescent moon cradling a sheaf of wheat: the symbol of Lirwen. The shard is a celestial reliquary (see Celestial Reliquaries, page XX) that holds a fragment of the dead goddess Lirwen's essence. If this is the third reliquary the party has found, proceed to the Garden of Mourning (page XX).

9. The Sacrifice of Solace

A weary group of civilians huddles around a fire near a makeshift altar. Their breath mists in the freezing air, and fear clings to them like the snow covering the ground. Each bears the mark of an odd corruption, such as twisted limbs, patches of scaly flesh, or faintly glowing eyes. Their leader, a gaunt woman with haunted eyes, regards your approach with a mix of disbelief and caution.

The party discovers a small camp of desperate Luyarnhian citizens (numbering 1.5 times the party's size, rounded up) who have banded together to survive the harsh environment. They each touched the corpse of Lirwen in the city and became trapped in the Frozen Wraithlands. The group found solace in this location after whispers from the shadows taught them a ritual that temporarily protected them from the eldritch horrors and the blizzard's bite. This ritual, however, comes at a terrible cost: one of their members must willingly allow themselves to be sacrificed and consumed by an eldritch entity.

Hazard: Eldritch Aura. The entire location is affected by an eldritch aura that dampens the cold, keeps other eldritch creatures at bay, and negates the listed effects of the location where this encounter occurs. However,

this aura also has a corrupting influence on those who stay within it for too long. For every hour a creature spends within the aura, they must make a DC 15 Wisdom saving throw or suffer from a minor eldritch corruption. The corruptions manifest as unsettling physical or behavioral changes, such as unnaturally colored eyes, an eerie aura, or uncontrollable shivering. The GM chooses the specific manifestation. While not directly harmful, these changes can cause unease and mistrust among NPCs or other party members. The corruptions can be removed by completing a long rest or with a *lesser restoration* spell.

Survivors. The group consists of a dozen haggard Luyarnhians (a mix of human, elf, and dwarf **commoners**) suffering from various degrees of madness, starvation, and exhaustion. Their clothes are ragged, hanging loose on their emaciated bodies, and their faces are etched with the pain of constant suffering. Most are too intimidated by the characters to discuss anything with them and rely on their leader to speak for them as a group.

The group leader, a middle-aged half-elf named Elara (**noble**), has striking silver hair and piercing blue eyes. Her face is gaunt, and her once-fine clothes hang loosely around her emaciated frame. Though she appears fragile, the strength of her will is evident in the way she carries herself. She firmly believes that the ritual is the only way to survive, fearing that the entity will otherwise kill them all if they try to leave.

Roman Kuzmin

A young human named Caelum (**commoner**) stands out among the group. His golden hair is unkempt, and his green eyes are filled with fear and uncertainty. His slender form is wrapped in a simple, tattered brown cloak, and his delicate features are twisted by the anguish of knowing he is the next sacrifice. The rest of the group looks at Caelum with pity and determination, understanding the gravity of the situation and the choice they have made. Characters observing the group who succeed on a DC 16 Wisdom (Perception) check notice that the more starved members also appear to be looking at the half-elf with clear hunger in their eyes, hinting at the ultimate fate of the sacrificed.

The Ritual. The ritual the group performs is simple: a person is sacrificed on a nearby stone altar covered in runes and blood. A character inspecting the runes must succeed on a DC 20 Wisdom saving throw or suffer a short-term madness effect (see "Steinhardt's Madness System"). Once sacrificed, a small rift to the void opens above the altar, and the sacrifice is pulled into the darkness with an ear-splitting scream that cuts to the soul of anyone hearing it.

Stopping the Ritual. The ritual, set to occur in 1 hour with Caelum as the sacrifice, forces the party to choose between letting it proceed or persuading the group to stop. The civilians are hesitant to follow the characters and are loyal to Elara, who argues against leaving the camp. She is adamant that the protection will vanish if the ritual isn't performed on time and should continue because the way home is still unknown.

If the party decides to persuade the group to abandon the ritual, they must use a convincing argument and succeed on a series of DC 16 skill checks. The party can use Persuasion, Intimidation, Performance, or Deception checks to make their case. They need a total of three successful checks before they accumulate three failures. If they succeed, the group abandons the ritual and begs the party's help to find an alternative way to survive. Otherwise, the group proceeds with the ritual. If the party attempts to intervene, Caelum attempts to sacrifice himself on the altar to save the rest of the group. If the characters stop Caelum and the sacrifice isn't performed at the appointed time, the altar cracks, the aura dissipates, and the group scatters back into the frozen city in despair.

10. The Frozen Testaments

> *The scent of decay drifts along the frigid air, with the howling wind filling the silence. Standing before you are statues cast in ice depicting familiar faces from the past. Whispers of despair drift through the air, barely audible but impossible to ignore.*

As the characters navigate the icy streets or frozen wilderness of the Frozen Wraithlands, they come across a cluster of lifelike ice statues resembling people from their past, tied to a horrible memory. These statues are trapped in moments of horror, despair, or loss. The eldritch magic responsible for the statues has also imbued them with memories that the characters relive in their minds.

Haunting Memories. Each statue represents a specific memory from the character's past, focusing on dark secrets or moments of personal tragedy. The GM should customize these memories based on the characters' backstories and relationships. Some examples of memories that could be used are as follows:

- The death of a loved one, where the character failed to protect them from a terrible fate.
- A betrayal by a trusted friend or ally that led to devastating consequences for the character and those around them.
- A moment of cowardice, where the character abandoned their comrades in the heat of battle, resulting in their capture or death.
- The character succumbing to a dark temptation or making a pact with an eldritch being, resulting in the corruption or destruction of something precious to them.

Curse of the Heartbroken. When a character comes within 10 feet of their statue, they must succeed on a DC 18 Wisdom saving throw or be cursed with an effect related to the memory. The curse lasts until it is removed with powerful magic, such as a wish spell or other method determined by the GM. The GM should customize the curse to relate to the character's memory. A few examples of curses are as follows:

- The character has disadvantage on Charisma checks when interacting with loved ones or allies.
- The character has disadvantage on attack rolls made against enemies within 5 feet of allies.
- The character has their movement speed halved due to the weight of their guilt.
- The character suffers a -2 loss of an ability score related to the character's memory.

Redemption. Characters inspecting the statues who succeed on a DC 18 Intelligence (Investigation) or Wisdom (Perception) check notice writing on each statue in an ancient, eldritch script. Characters proficient in both Abyssal and Infernal or who succeed on a DC 22 Intelligence (Arcana) check can decipher the message. On a success, the message reveals a simple ritual that will release the memories trapped within the statues, but at a cost.

The ritual includes a heartfelt acknowledgment by the character of their memory and splashing their statue with some of their blood. In addition, the ritual requires the characters to sacrifice a portion of their own life force or a random ability score. Characters must choose to either reduce their maximum hit points by an amount equal to their character level or suffer a -2 penalty to a random ability score (roll a d6 to determine which ability is affected). If they choose to perform the ritual, the pain of the memories is released, and those afflicted by the curse are freed from its effects. However, the hit points or ability score sacrificed can only be regained with a *wish* spell or divine intervention.

Celestial Reliquary. Once the ritual has been completed, the statues melt away, leaving behind a wilted white rose with rot-tinged petals. The rose is a celestial reliquary (see Celestial Reliquaries, page XX) that holds a fragment of the dead goddess Lirwen's essence. If this is the third reliquary the party has found, proceed to the Garden of Mourning.

Marcelo Orsi Blanco

GARDEN OF MOURNING

The Garden of Mourning is a distorted reflection of Lirwen's divine garden and lies in a folded space of time at the heart of the Frozen Wraithlands. The eldritch child-god's power hides the sacred space. The party can only discover it upon retrieving three celestial reliquaries (see Celestial Reliquaries, page XX) or completing eight encounters throughout Luyarnha's dark reflection. Here, the accursed child-god weeps over the celestial corpse of its mother amidst the remains of her once-shining garden. The child-god can warp reality in this space, unleashing horrors upon the party while in the throes of its grief.

Once the party is pulled into the Garden of Mourning, read aloud the following:

> *Space and time twist and grab ahold of you, pulling you through a hole while shadows press ominously around you. The pressure lasts for a moment that feels like a lifetime before melting away an instant later. You now stand at the edge of a field of beautiful white flowers that clash with the stench of decay permeating the air. In the center of the field is the same celestial corpse that transported you to this realm. Thick vines pulsing with an obsidian ooze wrap around its limbs and writhe as if trying to bring it back to life.*
>
> *Hovering above the body is a weeping nightmarish figure, its body an unholy fusion of divine and eldritch elements. Shifting tendrils of darkness extend from its hunched form, writhing in tandem with its anguished cries. Glimpses of celestial beauty flicker beneath the horror, yet its tormented gaze is fixated upon the lifeless body. The very fabric of reality around the being warps and distorts.*

The child-god, while powerful, does not have the capability or desire to engage with the party in conversation—its grief is all-encompassing. In addition to the monsters the creature summons, the party has to contend with the corrupted environment itself, as the vines feeding on the dead flesh of the goddess lash out against the characters.

Hazard: Eldritch Growth. The eldritch-infused vines infest the area around the corpse in a 30-foot radius. Characters that start their turn in the affected area, or enter it for the first time on their turn, must succeed on a DC 18 Dexterity saving throw to avoid the lashing vines or take 11 (2d10) necrotic damage and become restrained. A creature restrained in this manner takes an additional 5 (1d10) necrotic damage at the start of each of its turns. The restrained creature can use its action to make a DC 18 Strength (Athletics) check to break free from the entangling vines. Alternatively, to release a restrained creature, the restricting vine can be destroyed (AC 15, 20 hit points, immunity to necrotic, poison, and psychic damage, and vulnerability to radiant damage).

The vines are empowered by the child-god and cannot be completely destroyed until the creature is defeated. However, the vines can be suppressed using spells or abilities that counteract necrotic energy, deal radiant damage, or control plant life. For example, a strategically placed anti-magic field spell negates the vines for its duration.

Encounter: The Corrupted Child. The corrupted child-god (**Orr, the Grieving Rebirth**, Page XX) is in a constant state of madness and grief, unable to articulate or speak with the characters. Each time it opens its mouth, it releases a debilitating scream backed by its blend of eldritch and divine powers. It uses its screams to weaken the characters and uses the Eldritch Summoning lair action (see below) to mold creatures out of the darkness to overwhelm the party. The child-god knows only pain and is without fear, fighting to the death in its rage and utter despair.

Lair Actions

On initiative count 20 (losing initiative ties), the child-god takes a lair action to cause one of the following effects:

Eldritch Summoning. The child-god summons 1d4+2 **geists** (Page XX) or 1d2+1 **wraiths** to fight for it. These creatures act on their own initiative and disappear when the child-god is defeated or when they reach 0 hit points.

Warped Reality. The child-god warps the fabric of reality in a 20-foot radius centered on a point it can see within 60 feet. The area becomes difficult terrain, and any creature that starts its turn in the area or enters it for the first time on its turn must succeed on a DC 18 Intelligence saving throw or be stunned until the end of its next turn.

Cosmic Wave. All creatures must succeed on a DC 22 Charisma saving throw or be displaced throughout the arena. The child-god chooses a point on the ground where they reappear. On a success, a creature isn't displaced. If it succeeds by 5 or more, the target can choose to teleport to a point that it can see instead.

Phased Fight

When the child-god is reduced to 0 hit points, it enters the second phase of the fight. Read aloud the following when this happens:

> *As the child-god's form shudders with pain, its anguished cries intensify, causing the very fabric of reality to tremble. The twisted vines crackle with newfound energy, and the flowers around the battlefield erupt into violent whirlwinds of razor-sharp petals.*

In the second phase, the following additional hazard manifests, and the child-god gains an additional lair action:

Hazard: Razor Petal Storm. A whirling, 15-foot-wide, 40-foot-high vortex of razor-sharp petals appears in the center of the battlefield. At the beginning of the child-god's turn, the vortex moves 30 feet in a random direction (roll a 1d4 to decide north, south, east, or west). Any creature that starts its turn within 10 feet of the vortex or that comes within 10 feet of the vortex for the first time on its turn must make a DC 20 Dexterity saving throw, taking 18 (4d8) slashing damage on a failed save or half as much damage on a successful one.

Lair Action: Eldritch Eruption. Each round, at the end of the child-god's turn, a random 10-foot-square area on the battlefield erupts in a geyser of eldritch energy that reaches 40-feet high. Creatures within the affected area must succeed on a DC 20 Constitution saving throw or take 22 (4d10) necrotic damage and become stunned until the end of their next turn. On a successful save, the creature takes half as much damage and isn't stunned.

Defeating the God-Child

As the child-god's body trembles and dissolves into ooze and shadow, the corruption it had wrought upon the Garden of Mourning begins to fade. The tendrils of darkness retract from its body, allowing the last vestiges of its divine nature to shine through before finally extinguishing like a fading star, leaving nothing behind.

> *The flowers bloom with renewed vibrancy, their petals shimmering with a soft, divine glow. The field, no longer a macabre testament to the eldritch creature's grief and corruption, has returned to its original state as a reflection of Lirwen's divine garden. The oppressive atmosphere of despair lifts, replaced by peace and tranquility. Though the celestial corpse still rests at the center of the garden, the vines that had once fed upon it now seem to gently cradle the body, as if in a final act of reverence.*

The goddess's corpse eventually shimmers with the final vestiges of divinity remaining. It crumbles away, revealing a radiant rift leading to the safety of the Material Plane and the city of Luyarnha.

MAP:
Garden of Mourning

CONCLUSION

When the characters return to Luyarnha, they discover the Glacial Moon has dissipated, and the city is thawing from its wintery state. The corpse of Lirwen has disappeared, and those previously trapped in the Frozen Wraithlands are found huddled upon the riverbanks. Their experiences in the nightmare realm have scarred them physically and mentally. The bodies of those who perished at the hands of the characters also return, allowing their loved ones the opportunity to mourn and bury their dead.

Bathed in Blood

Once the child-god has been defeated, its ooze and ash-covered remains can be brought to the Obitus Scholare to complete the ritual to awaken the Épée Solaire (see page XX). However, tapping into the eldritch-corrupted corpse sends resonations through the void and directly toward the Great Ones. The ancient beings follow the tenuous threads directly back to Luyarnha, and a new wave of despair falls as madness incarnate arrives to feast upon the city.

Maps:

Click here to download all the maps

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